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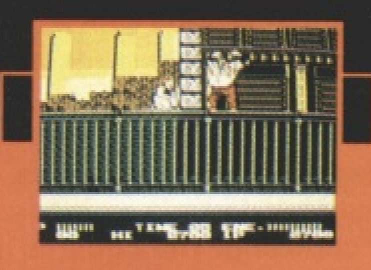


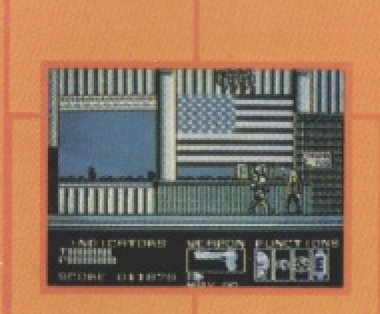


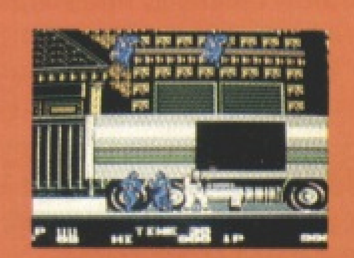
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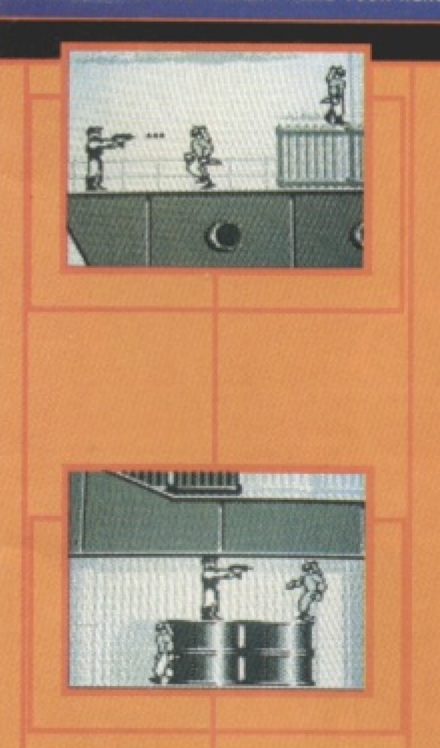


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KIDNAPPED! THE HEADLINES SCREAM. THE NATION IS PARALYZE IN SHOCK. IS IT POSSIBLE.? THE PRESIDENT KIDNAPPED WITHOUT A MOMENT'S HESITATION YOU KNOW WHO'S RESPONSIBL THE DRAGON NINJA. AS BLADE OR STRIKER, A.K.A. THE BAD DUDE YOU TAKE TO THE STREETS TO RESCUE THE PRESIDENT.

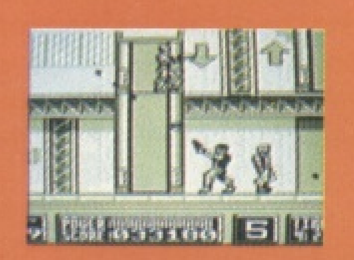
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MEAN MACHINES MARCH ISSUE 18



▲ Check out Smash TV on page 116!

▲ WWF-related shenanigans abound on page 18

▲ Street Fighter II: examine the amazing booklet given away FREE with MEAN MACHINES!

Yet more horseplay with those zany, characters from Street Fighter II.



REVIEWS

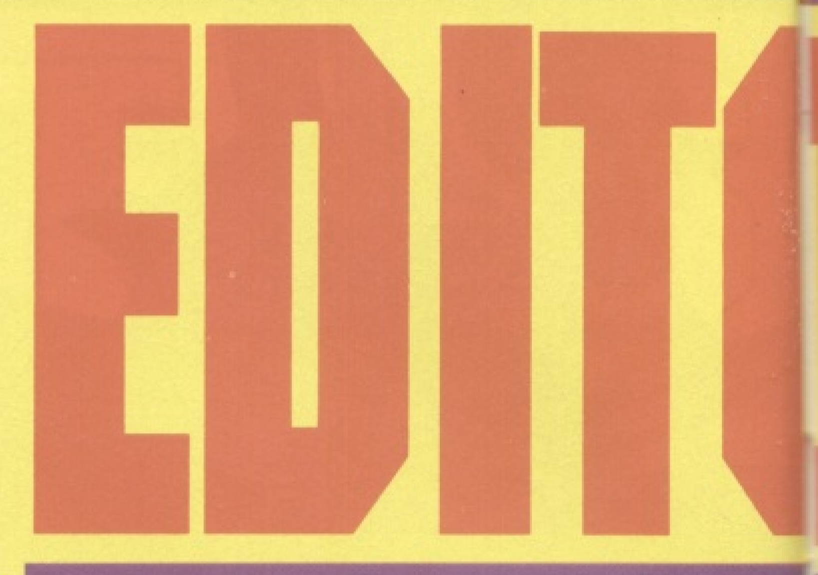
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THANKS THIS MONTH TO: Linda in the Rosenthal Studio in Southend for getting in the Ottoman Art
HELLO TO: The dude who said hello to Rad and Jaz after the fabulous Pearl Jam gig at Southend Esplanade, and the strange person who shrieked "Oooooo-iiiii it's Julian Rignall" twice at the top of his voice when Jaz was strolling through the Royals a month or two ago.
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REMEMBER KIDS: Piddling on an electric fence is a shocking experience
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COMPETITION RULES
EMAP Images employees or their immediate family aren't allowed to enter any of our comps, because we'd make sure they won if they did. Sad spam-featured Dwayne Minton of West Wormwood and his relations can't enter our competitions either. Not only because they're rancid, simpering Neanderthal baboons with sweaty underarms, but because Jane S said so.

JAZZA'S FINAL BIT
Out of my fourth floor office window I can see two big cranes, a half-finished building, a crossroads with a set of traffic lights, lots of cars and motorbikes, a large church spire in the distance, loads of big offices with "to let" signs right up the side and hundreds of people walking about. I can also see right into Farringdon tube and railway station. Interesting? Not really, but then that's real life for you...



THE RETURN OF INSULT CORNER

It's back! That popular column where we give you the chance to be horribly insulted. Simply send in a picture of yourself, and if we think you're ugly, sad or baboon-like enough to scare small children, we'll print your picture and chuck an insult or two your way. If you think you're hard enough to stand up to a MEAN MACHINES insult, why not send in a picture of your ugly mug. The place to send it is: I'M AN UGLY MORON AND PROUD OF IT SO PILE ON THE INSULTS OH GREAT ONES, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



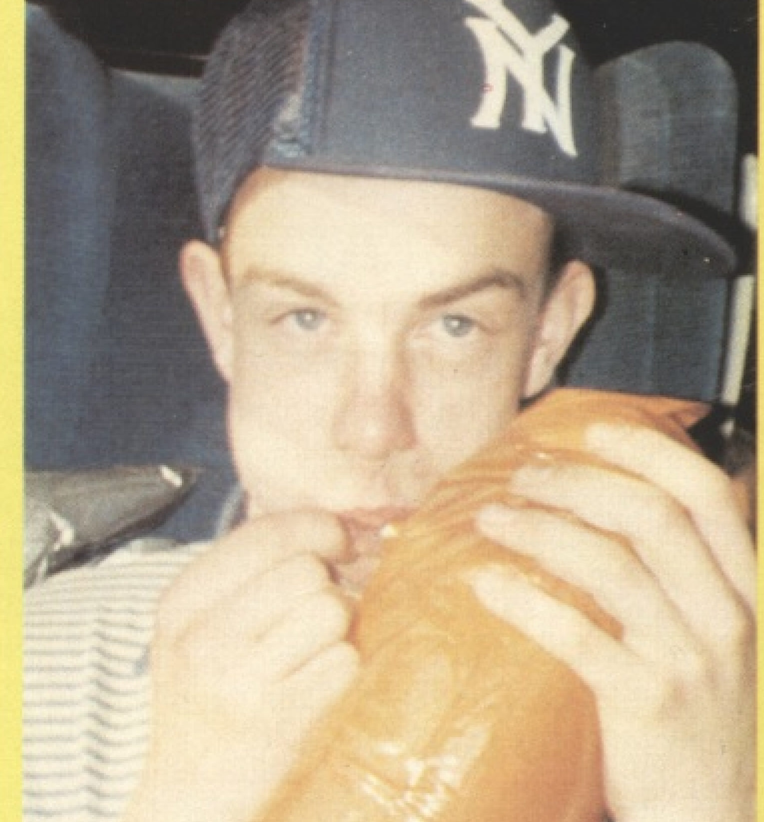
▲ Oh no! Phil Jones is really Eddie the Eagle's shambling, retarded love child.

▲ Here's Darren Ford of Epsom, Surrey choking on his own vomit after seeing a reflection of himself.





▲ When, like Stuart Andrews of Co Armagh, you're a walking insult, you don't really need anyone else to pile on the sadness.



▲ Sean Tagg of Newhall inflates his "special sit-on toy".



ONE CRASHED CAR

Not only is the bedroom of D Chandisingh of Leicester untidy (see pic elsewhere on this page), but his car is also in need of a tidy-up. Doh!

ORIAL

JULIAN "JAZZA" RIGNALL
The best holiday Jazza ever had was when he went to Florida for a fortnight. "It was 'kin ace", says the lad, "I had a convertible car to drive, did loads of jetskiing and went to Disney World, Universal Studio Tours and MGM where I went on the Star Tours ride ten times 'cos it's the best thing I've ever seen in my life. I also had my picture taken with my favourite Disney character - Tigger".
CURRENT FAVE GAMES: FINAL LAP II, DESERT STRIKE, STREETFIGHTER II



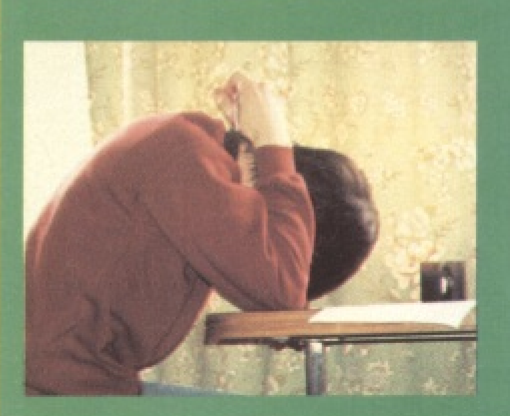
RICHARD "CAMP IT UP" LEADBETTER
Richard's holiday experienced are limited. "Errrrr, I suppose it was when I went camping around Britain", says he. We assume he means the tent sort of camping, rather than the limp-wristed type. "I also had a skill geography field trip when I was in school. About 60 of us went up to North Wales and stayed in a Youth Hostel. There was much malarkey, especially when I found a large red cabinet with telecommunications equipment stored within".
CURRENT FAVE GAMES: WWF, FINAL LAP II



RADION "SOUR KRAUT" AUTOMATIC
Rad had a great time when he went on a German exchange trip. "I stayed in Lubeck with a dubious-sounding penfriend called Helge (pronounced Hell-gay) who showed my the delights of his German sausage. We had a really degenerate time".
CURRENT FAVE GAMES: WWF, FINAL LAP II, JACKIE CHAN



OZ "OH LA LA" BROWNE
Osmond's greatest ever adventure into foreign parts (apart from when he got hitched up with an exchange student from Germany) was when he went to Paris for the week. "I had a fantastic time - I went up the Eiffel Tower and saw a rainbow and went to nightclubs in the evening and danced the night away".
CURRENT FAVE GAMES: DESERT STRIKE, STREETS OF RAGE, THUNDER SPIRITS



GARY "NOWHERE MAN" HARROD
Gross sadness is the order of the day for Gary. He claims never to have had a "best holiday", only dreadful tragedies of "weekend breaks" during his childhood to dire seaside resorts. The furthest he's ever been from his home town of Poole was Nottingham, and that was on business. What a depressing thought...
CURRENT FAVE GAMES: WWF, STREETFIGHTER II



ANOTHER CAKE FESTIVAL

Console-shaped cakes certainly seem the rage at the moment. Only two months ago we were showing the sad debacle that was the SNES cake. Now we've got this, a fine Gameboy cake. Actually it's not bad at all really - at least it looks quite like the real thing. Cheers to Chris Poore or Worcester Park, Surrey for sending in the picture.



START 'EM YOUNG

Potus Faltman claims to be MEAN MACHINES' youngest reader. His hobbies are playing Mario IV on his Super NES, gurgling and pooing his nappies. Anyone know an even earlier starter? If so, send in the proof...



THE MOST REVOLTING PIT



Here are two trogoloditic hovels within which a pair of our beloved readers lurk and fester. The stinking pit with Queen's greatest hits on the floor is where D Chandisingh of Lancaster languishes, while Jonathan Dorricott of Glasgow is the person you might possibly found under the mouldering mess in the other.



YOU TOO CAN ENJOY THESE NEW MEGA ACTION GAMES IN THE COMFORT OF YOUR OWN HOME

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And get ready for the roughest, toughest and fastest games yet.

In EA Hockey, from the team that brought you John Madden American Football™, you get no points for being nice. So body-check, punch, slash and trip the opposition into submission. Get the puck into the back of the net or between the goalie's eyes, it's all part of the fun.

Should you find the rules an unnecessary hindrance, simply send the referees off to the sin bin and create even more havoc without them.

Rules won't worry you at all in Road Rash, the wildest action on two wheels. There aren't any.

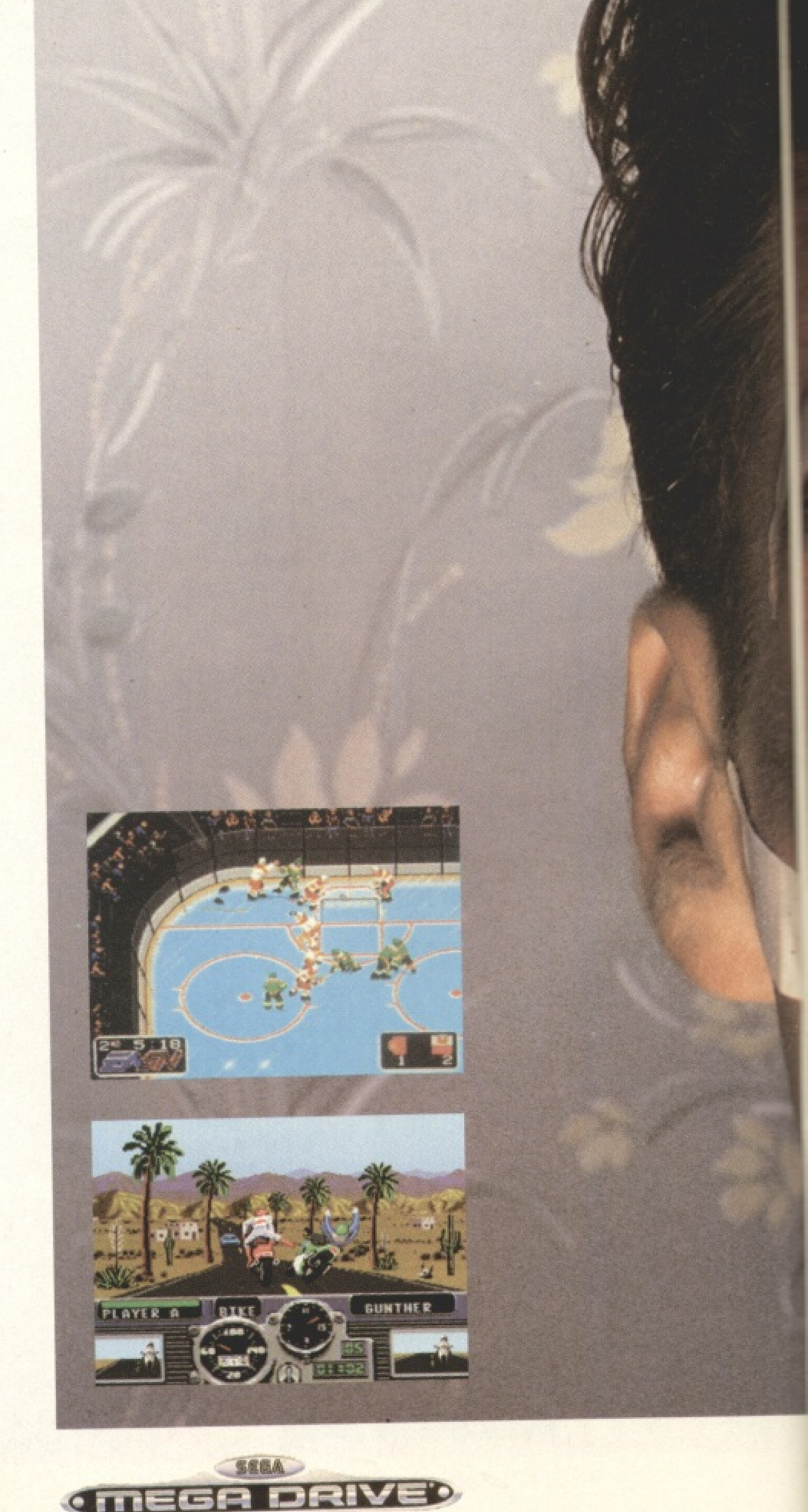
There is a race. Across 5 highways from the Sierra Nevadas to the Pacific coast. But it's your skill in kicking, punching and clubbing all-comers out of your road that really counts.

As a bonus, if you get to cross the finishing line first and more or less in one piece, win cash and upgrade your bike to an even more ludicrously fast machine.

Road Rash and EA Hockey are just two of the newest games for your Mega Drive™.

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NEWS

AIR MALARKEY

Activision have a number of new Nintendo products in the pipeline, including a great arcade-style shoot 'em up called Ultimate Air Combat.

This sprite-based 3D game promises to be everything Top Gun II promised to be, with superb graphics, massive amounts of missions and a choice of 'planes. The MEAN MACHINES gang have seen the game in action and reckon it's pretty ace!

The game is scheduled for a British release sometime this year, probably during the Summer. We'll give you a full review later on this year.





Fans of DC Comics' Batman are in for a veritable feast of flying rodent-related horseplay. Sunsoft, responsible for all versions of the first Batman game, have announced that they will be programming the sequel for the Megadrive, and it should be out here officially in the Autumn of this year. From the looks of it, Batman II is a platform game similar to the first effort, but superior in terms of graphics, sound and gameplay.

As we've already told you, the Nintendo version is already out in the States and has attracted good reviews from the American press. Batman II on the Gameboy also looks likely, as does a conversion for the Sega Master System. Keep an eye out later on in the year for these.

UPHOLD THE LAW

Coming soon to a Gameboy, Nintendo and Super NES near you soon is Robocop III - the third gaming installment of cyborg-related skylarking.

OCP have taken over Detroit and are sending in Rehab Officers to clear out the residents. When Robocop witnesses the brutal methods OCP employ, he joins the resistance movement and starts meting out his own brand of firearm-style justice. For this third outing, Robo's been endowed with new, even more powerful weaponry including a multi-weapon arm attachment (containing a massive cannon!) and a jet-pack for airborne assault!

Programming has just begun on all three versions, so as soon as we know more about the games, we'll let you know.



BALLISTIC GOODIES UP FOR GRABS

If you didn't know, Ballistic are pretty topper purveyors of fine Megadrive gear including Star Control and The Games: Winter Challenge.

Being the generous chaps that they are, Ballistic have kindly provided us with 25 amazing Mike Ditka Power Football stadium seats (guaranteed to warm your posterior at those prestigious sporting events), 100 Ballistic badges and 10 stunning T-shirts with the eye-catching Ballistic logo embossed thereon! If you fancy getting your clammy mitts on some of this gear, simply answer this probing question:

What overall percentage did The Games: Winter Challenge receive when we reviewed it in last month's MEAN MACHINES?

Should you be able to answer that veritable brain teaser, send in your entry to BALLISTIC BUFFOONERY, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Be sure to have your entries in by 15 April. That's when we'll be pulling out the winning entries, so hurry up!



ACCLAIM TAKE CONTROL

As you may know, Mirrorsoft recently ran into administrative difficulties (owing to their links with the infamous Robert Maxwell). This put the release of their products on hold. Thankfully, Nintendo giants Acclaim stepped in and bought up Mirrorsoft and are proceeding to release their finished Sega products.

During March, you can expect to see the Master System version of Back To The Future III on the shelves. May sees the Mirrorsoft/Acclaim game-producing engine going into overdrive, with the release of Speedball II (on Megadrive and Master System), Back to the Future III and Xenon II (both on the Megadrive).

Acclaim also have the rights to the likes of Predator II, The Simpsons and Aliens III on the Sega machines. MEAN MACHINES will be giving you more details about these new games in the coming months.



ACCLAIM ON SEGA

Acclaim are going full speed ahead some potentially awesome products for the Sega Master System. Included in the 8-bit line-up are The Simpsons: Bart vs the Space Mutants, a conversion of the popular Nintendo title, Smash TV, the awesome Williams coin-op, and WWF Wrestlemania (see the Super NES preview elsewhere this issue). These will all be released under the Imageworks brand name which they recently acquired when they bought Mirrorsoft.

There are no firm release dates for any of this gear, but we'll have more information in a couple of months' time.



▲ *A Super NES shot of Smash TV. Let's hope that the Master System version is as playable!*



GODZILLA RETURNS!

Godzilla, the Nintendo game featuring the world's favourite rubber dinosaur, should be officially released in the UK in the near future. However, American Nintendo owners are looking forward to the further adventures of their unrealistic idol in Godzilla II: War of the Monsters.

This new game features two distinctive styles of play. The first is a war game style affair, where your campaign against the enemy monsters is strategically planned. When confrontations arise, the game flicks to a side-on beat 'em up screen, where the human forces (aided by Godzilla) take on the latex menace in a battle to the death.

No UK launch has been revealed as yet, but if that situation changes, we'll let you know.









ANOTHER FINAL FIGHT!

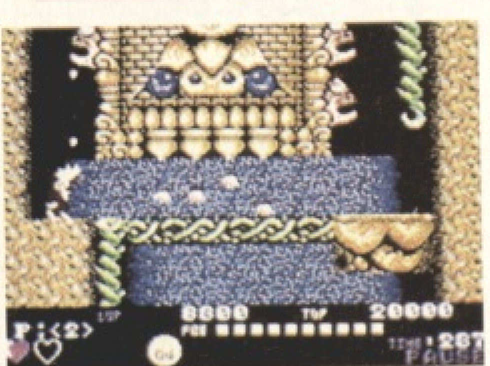
Due to public demand, the Japanese division of Capcom have released a new version of Final Fight on the Super Famicom.

This new Japanese version has the missing factory level from the coin-op and also includes the third character - the orange-clad ninja, Guy - the trade-off being that Cody hasn't made it into the new game. If you want to learn more about this game or perhaps even get your hands on it, contact your favourite importer for more details.

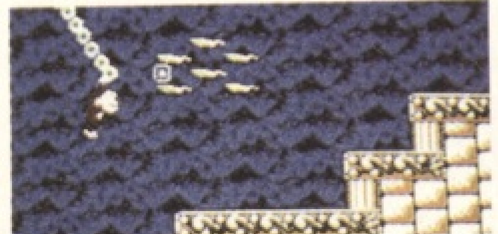


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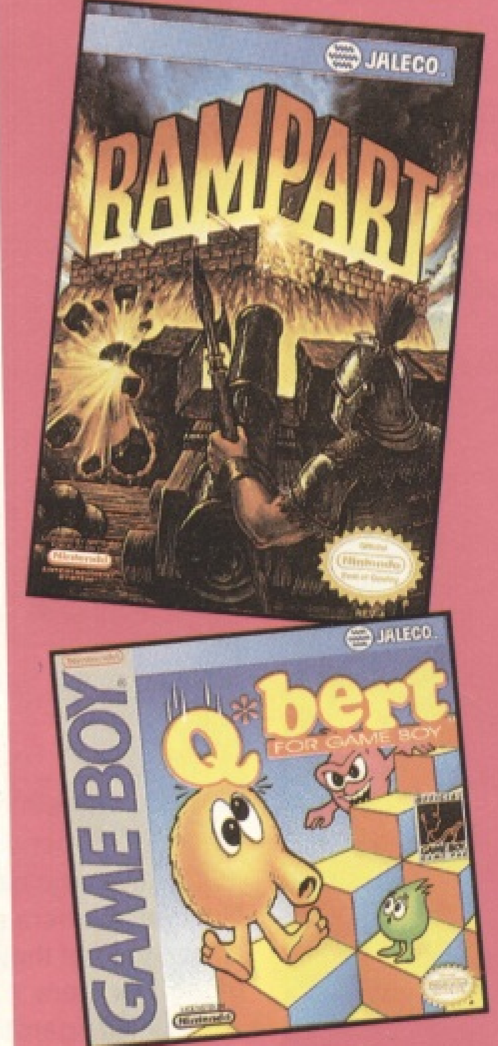
Toki, Fabtek's coin-op of platform-related monkey business is coming out on the Nintendo! Unveiled at the Winter CES Show, it looks like being a pretty close conversion of the arcade machine. If you want to know more about the game, check out the Megadrive review on page 106. Hopefully this new version will be a more exciting than the lacklustre 16-bit game.







JALECO NINTENDO GEAR

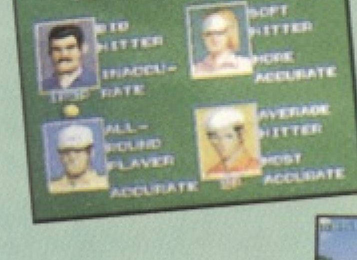


Jaleco have unleashed a whole new set of Nintendo games in America, including some pretty major coin-op tie-ins.

Perhaps the two biggest names are Ramparts and Cyberball. Ramparts is a bizarre and yet very enthralling combination of Tetris and Missile Command, where you defend your Middle Age castles from land and sea attack and build up your castle walls (that's where the Tetris bit comes in). Since the coin-op wasn't up to much in the audio/visual department, this should be pretty good. Cyberball is an American Football game, but being staged in the future, massive robots battle it out on the pitch rather than poncy men wearing shoulder pads. Both of these games are out now in America on the 8-bit Nintendo.

Jaleco also have an interesting Gameboy game in the form of Q*Bert. This strange title, converted from an ancient coin-op, sees a bizarre creature jumping around colouring blocks. Unfortunately, enemy meanies like Coily the Snake arrive to give Q*Bert some hassle. This has the potential to be a real laugh, and should be available via your importer in the next couple of months.

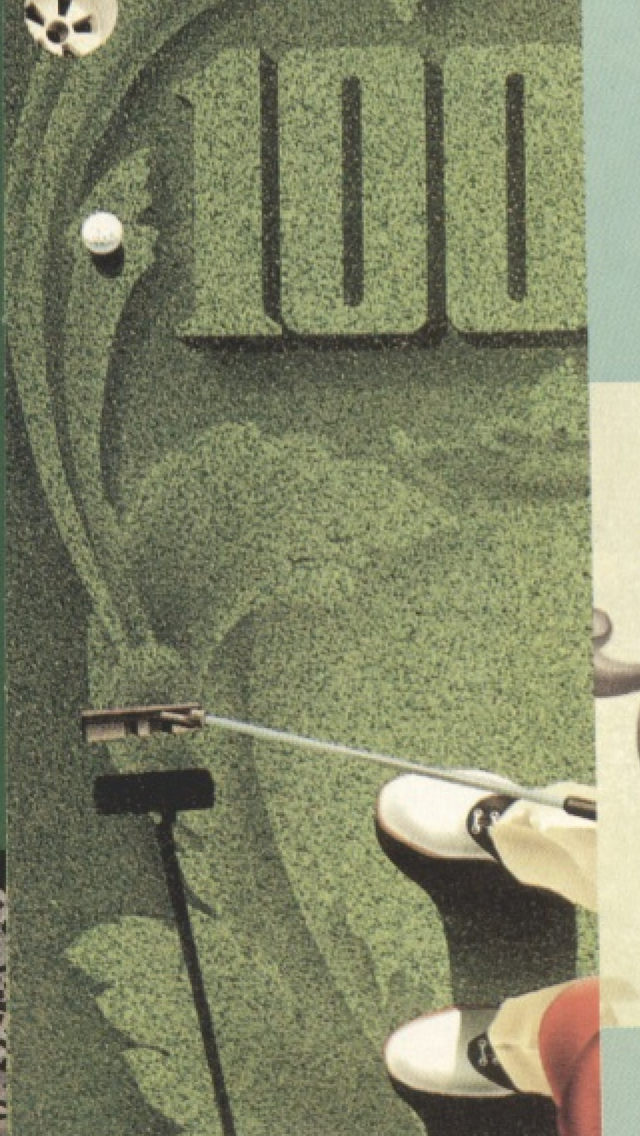
NEW SUPER NES GOLF GAME





Irem have unveiled a potentially skillful new golf game for the Super NES. The Irem Skins Game, as it is rather strangely called, looks like being pretty similar to the ace PGA Tour Golf in concept, with one added extra - you can place a fine wager on your performance!

The Irem Skins Game looks like being pretty cool. As you can see, the graphics are pretty damn ace, and there are a whole load of options to tweak to your heart's delight too. We'll give you more details on the matter as soon as we get our hands on them.





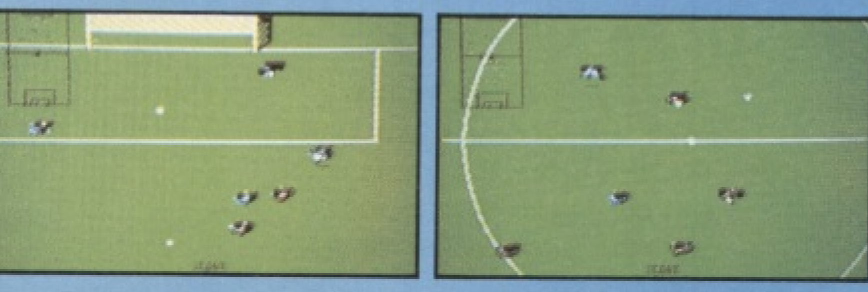
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NEWS

WE'VE GOT A HUNCH ABOUT THIS

Ocean are releasing an all-new, jazzed-up version of the ancient coin-op, Hunchback, for the Nintendo Gameboy. Super Hunchback as it's known, once again stars the player as Quazimodo out to rescue Esmerelda from the evil clutches of the twisted Halfenpounder (?).

Featuring all-new gameplay features incorporated into the classic Hunchback formula, Super Hunchback is looking great. There's some superb, humorous graphics and highly addictive gameplay. As soon as the game is complete, we'll give you the full review.



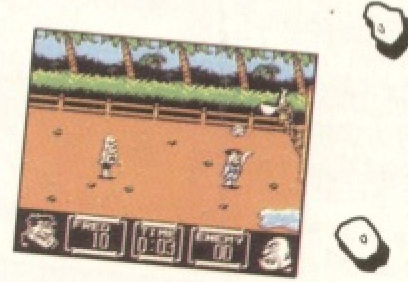
THE FLINTSTONES
The Rescue of Dino & Hoppy

BEDLAM IN BEDROCK!

Coin-op giants Taito have programmed a new Nintendo game based on the "lovable" Flintstones to coincide with their thirtieth anniversary.

Dino and Hoppy, Fred and Barney's pets have been viciously kidnapped, so it's down to the unlikely heroes to traverse the horizontally scrolling terrain that is Bedrock, avoiding nasty enemies like Sabre Tiger and Frankenstone.





Taito's press release promises that this game will "leave you in stone-age stitches". Unfortunately, we won't find out for a long time because there's no official UK release as yet - doh!

DRAGON'S LAIR HITS SUPER NES

Elite Systems, responsible for Nintendo Dragon's Lair and Caveman Ninja, are getting heavily into Super NES products. Their first effort is a completely new Dragon's Lair game.

Unlike the coin-op, which featured real cartoon action on a laser disc, this Super NES game is a Mario-style platform action game. Rich was lucky enough to see an in-development version of the game, and reckons that it could well be dead smart. Unlike the NES game, the programmer has put playability first, and as such the game has an extremely polished feel.

Elite reckon to have the game finished by May, but it's not going to be out until Christmas this year.

DO YOU WANT TO WORK FOR US?

We need an all-new Staff Writer! The fine organ that is MEAN MACHINES is expanding, and we're in need of a fine upstanding citizen to help write the magazine. Do you reckon that you can fit the bill?

We're looking for someone **OVER 18** and very enthusiastic, with stunning writing skills oozing from every pore. You're the sort of responsible person who is willing to listen and learn new skills quickly. Of course, being able to write under extreme pressure is another essential requirement. This is a full-time job, requiring you to work between 9.30 and 6.00, Monday to Friday, although you may find yourself working longer hours and sometimes even weekends to get MEAN MACHINES to the shops on time. We also need you to be able start work at the magazine on very short notice.

The salary for this position is negotiable, depending on your ability and experience, so if you're at all interested write a MEAN MACHINES style review (preferably typed) on the game of your choice and send it in along with a CV to STAFF WRITER APPLICATION, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

We're also on the lookout for a Production/Sub Editor for MEAN MACHINES. This someone would ideally have a few years' experience in publishing and who would also feel at home using Apple Macintosh computers. Again, the salary for this position is negotiable, depending on ability and experience. If you're interested, send a CV to the above address, marking your envelope PRODUCTION EDITOR APPLICATION.

MEAN MACHINES is also looking for a skilled Designer, preferably with illustrating abilities. This person will be very familiar with most aspects of graphic design with the relevant qualifications. Should you feel that you have a good chance, send in a full CV to the address above, with the words DESIGNER APPLICATION in large bold letters on the envelope.

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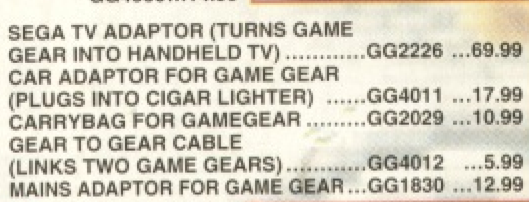
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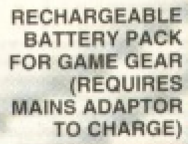
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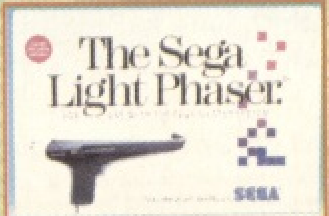
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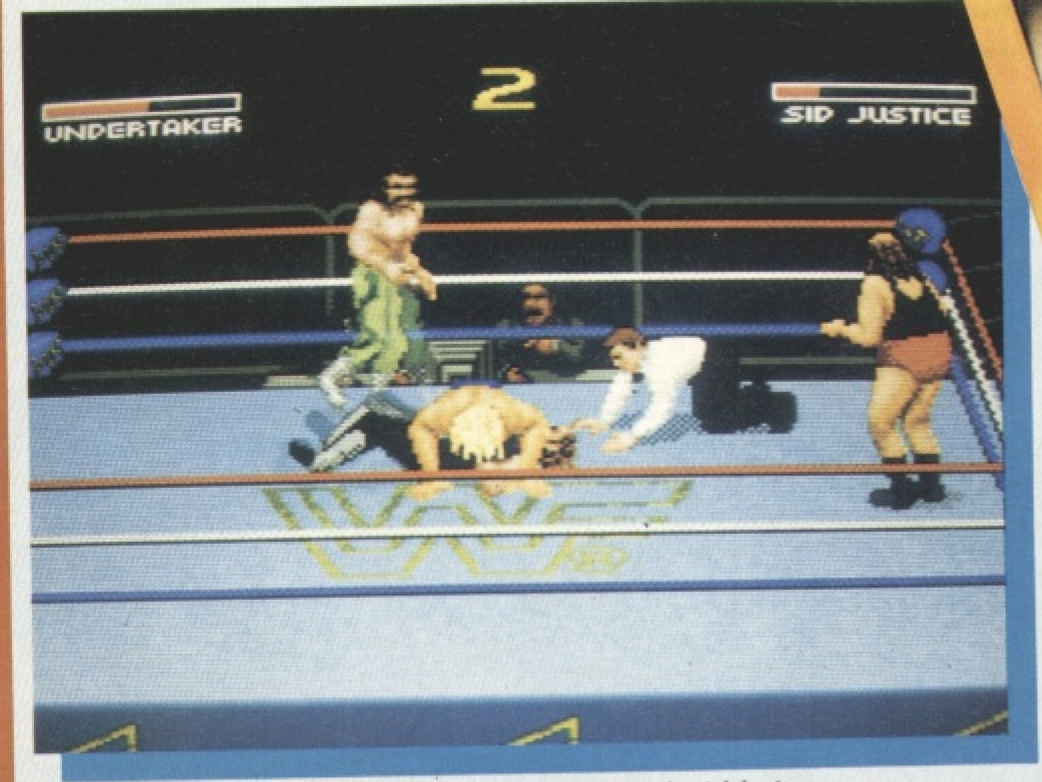
SPECIAL NEW GAME PREVIEW



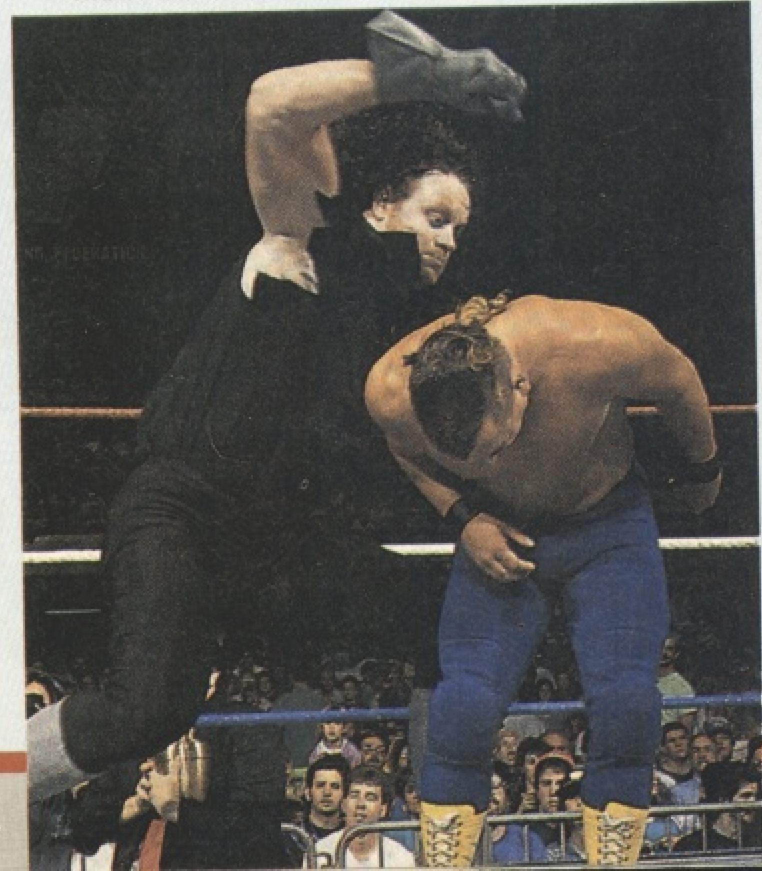
After a successful bout on the 8-bit Nintendo and Gameboy, those WWF wrestlers are set to hit the Super NES in real style!

Acclaim's Super WWF Wrestlemania adopts the usual ringside view of the proceedings, but incorporates big, detailed sprites and the most stunning animation yet seen on a wrestling game! The programmers have digitised ten of most popular WWF wrestlers and incorporated around 20 different moves for each of them.

MEAN MACHINES has had an exclusive sneak preview of Super WWF Wrestlemania and it looks like being the greatest wrestling game yet seen on any console! We'll be running a full review in a future issue of MEAN MACHINES.



▲ *Sid Justice pins the Undertaker, but his team mate, Jake "The Snake" Roberts prepares to kick him loose.*



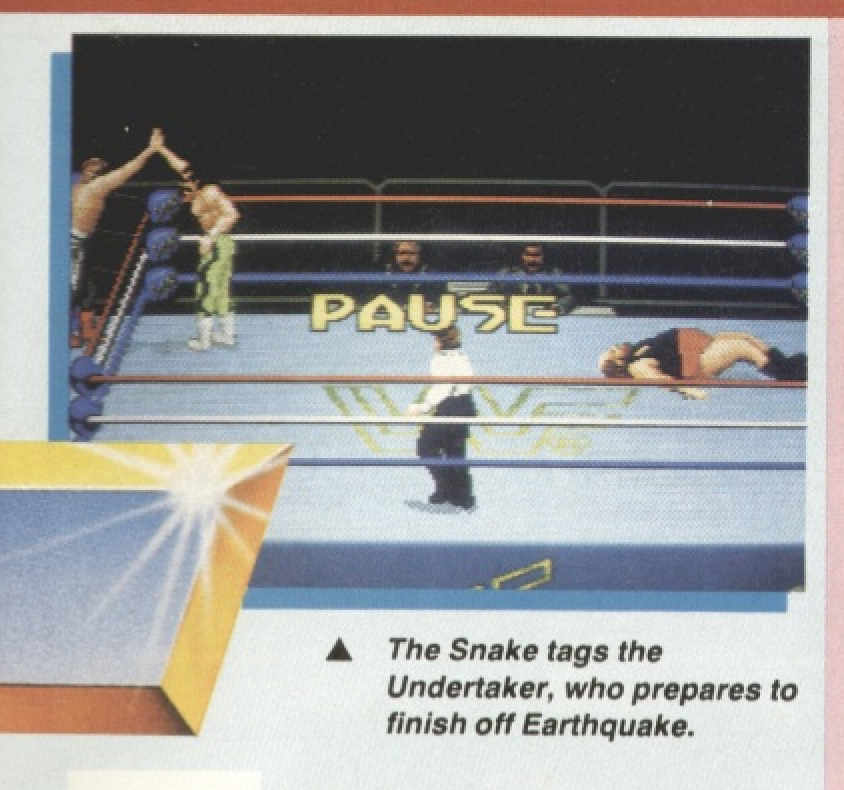


▲ *A grapple between the giants.*

THE UNDERTAKER



Hailing from Death Valley in the USA, The Undertaker is one of the most feared WWF wrestlers around. He gets his kicks by carting his victims out of the ring in a body bag! Although he hasn't got time for that type of tomfoolery in the game, he more than makes up for it with sheer power and almost unsurpassed grappling skills.



▲ *The Snake tags the Undertaker, who prepares to finish off Earthquake.*



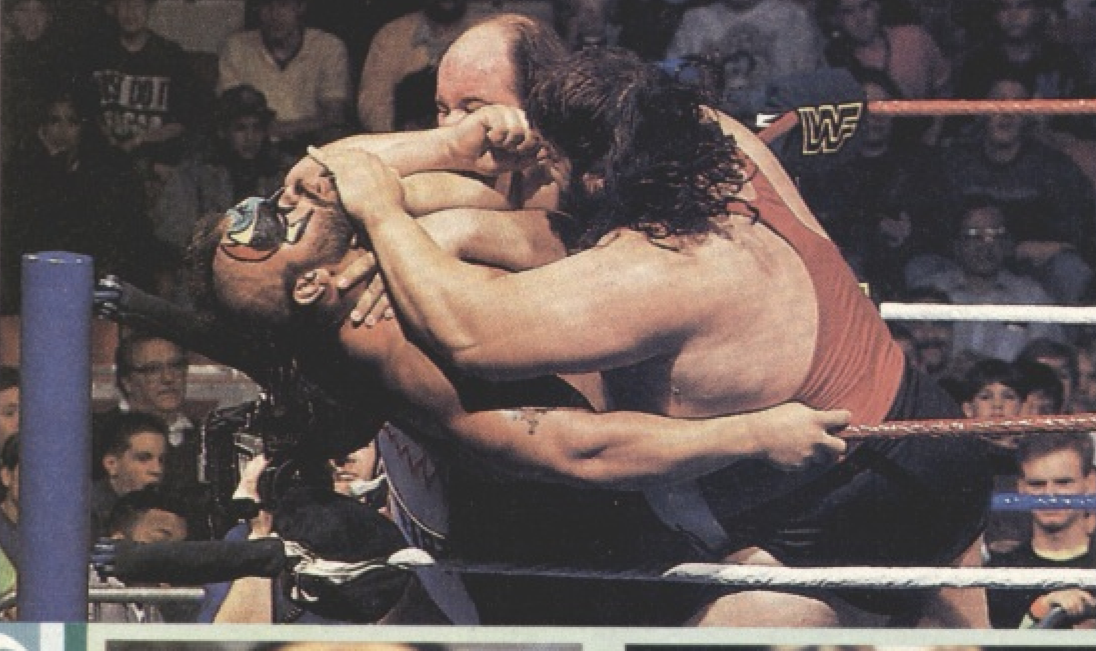
LEGION OF DOOM



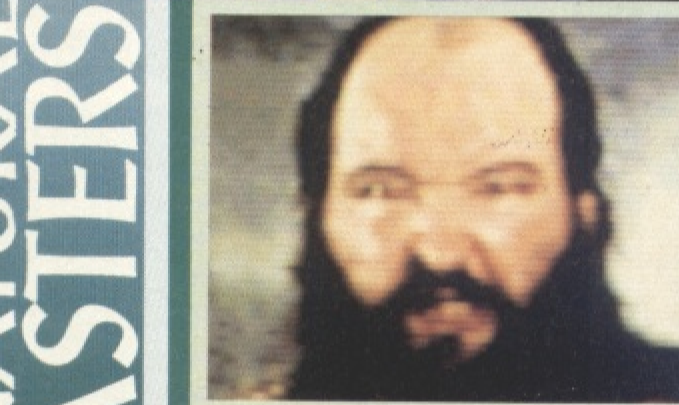
Animal and Hawk combine to become the Legion of Doom - the current tag team champions of the WWF. Following the January Royal Rumble, their most hated adversaries are the Natural Disasters. This rivalry extends into the game, mainly because they're the only two tag teams included.



Just as lethal as the psychotic Animal! The Legion of Doom's tag team speciality is the Doomsday Device, where Animal hoists a foe onto his shoulders and Hawk climbs the turnbuckle and floors the hapless enemy by producing a lethal flying clothes line! Unfortunately, this move isn't in the game.



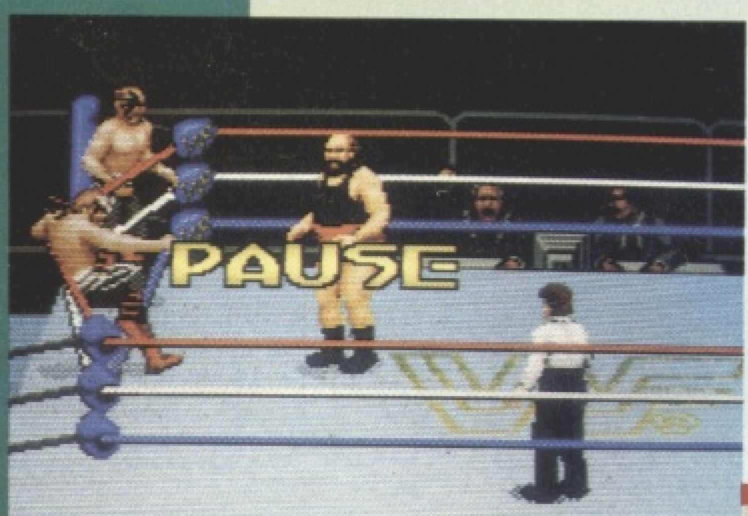
THE NATURAL DISASTERS

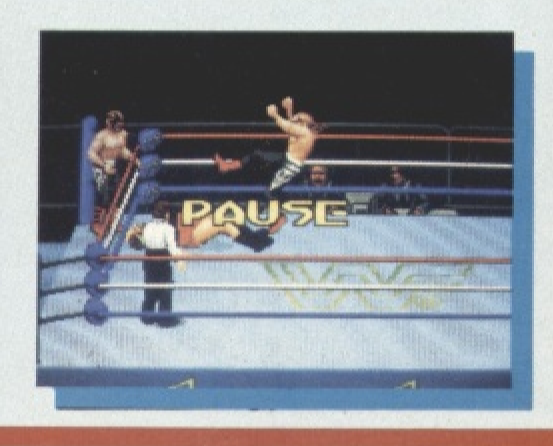


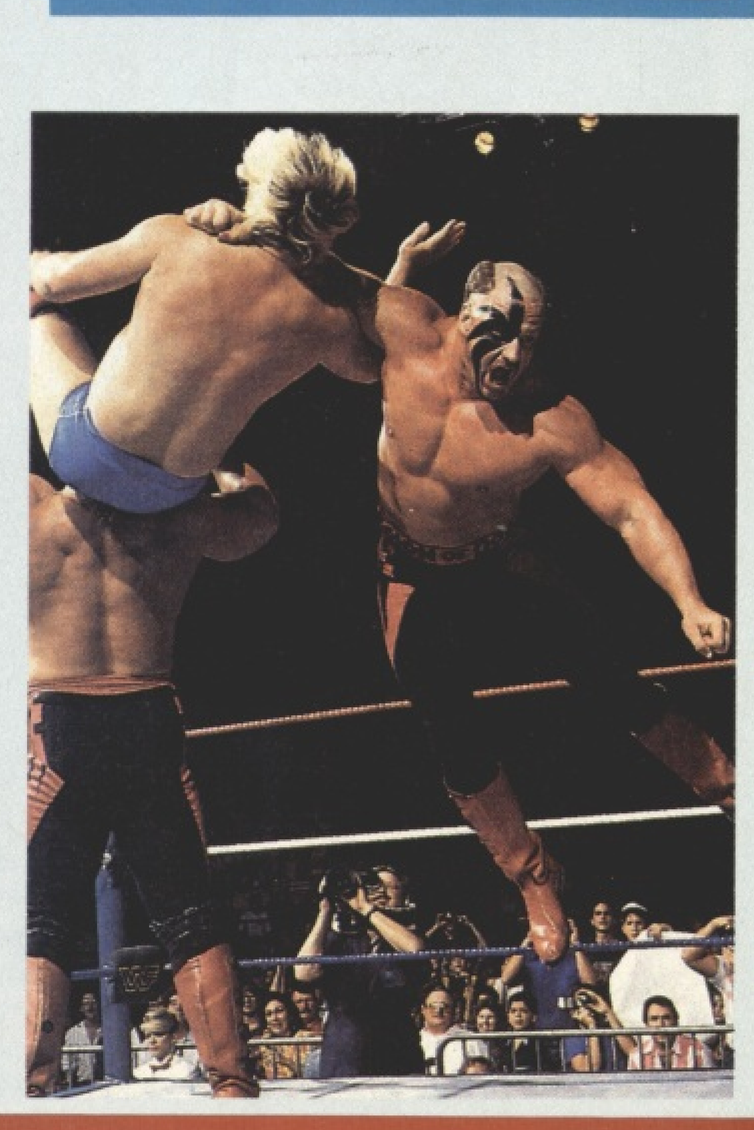
One of the heaviest WWF wrestlers, Earthquake is one half of the Natural Disasters tag team. They've sworn vengeance on the Legion of Doom after a small technicality deprived them of the tag team championship title during the Royal Rumble.



The other half of the Natural Disasters is a fearsome, not to mention very heavy psychotic who enjoys throwing his weight about. In the game, the Natural Disasters are probably the most capable wrestlers around - their sheer weight and power makes them a good choice for beginners.

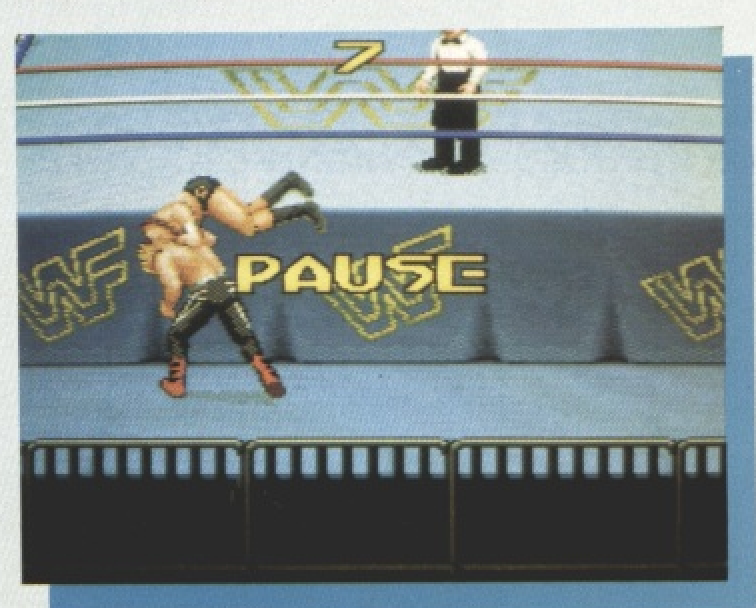




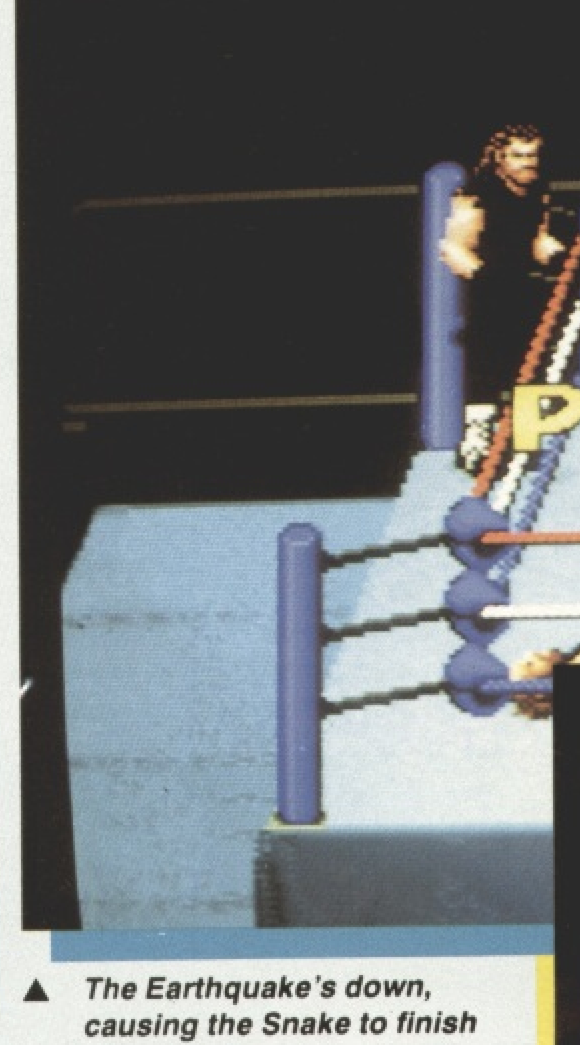


GRAPPLING MOVES

As you'd expect from a wrestling game, there are loads of moves incorporated in the game. These range from simple moves like punches and kicks to piledrivers and suplex manoeuvres. Perhaps the most evil move is a powerful clothes line that propels your opponent out of the ring. As they lie on the floor stunned, you are free to climb up the turnbuckle and belly flop straight onto your opponent - ouch!



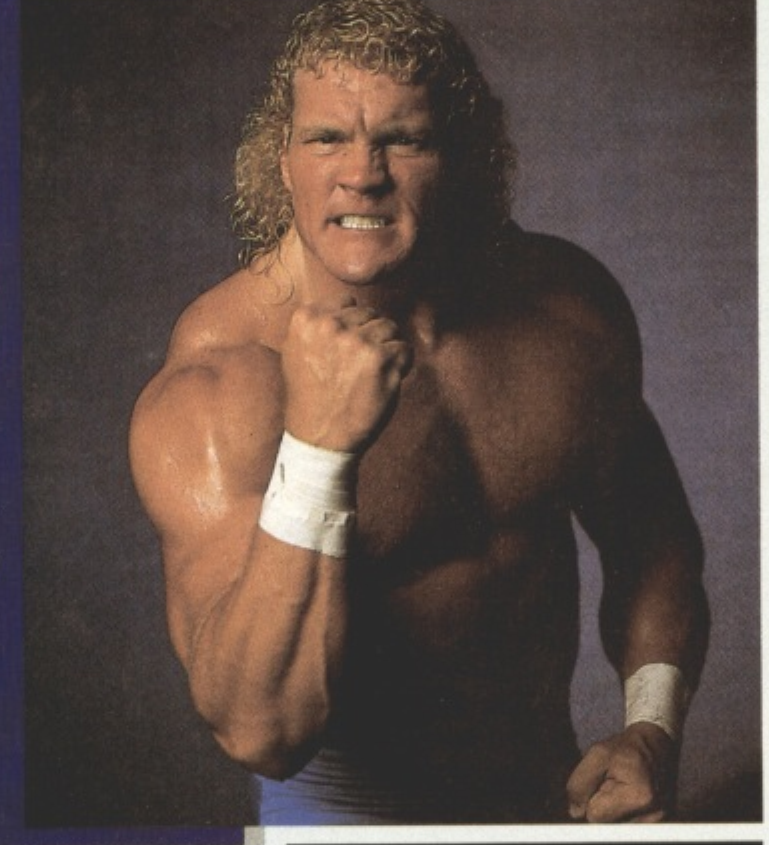
▲ ***Hawk (of the Legion of Doom) completely annihilates the Million Dollar Man in some out-of-ring wrestling tomfoolery!***



▲ ***The Earthquake's down, causing the Snake to finish him off with a flying leap!***

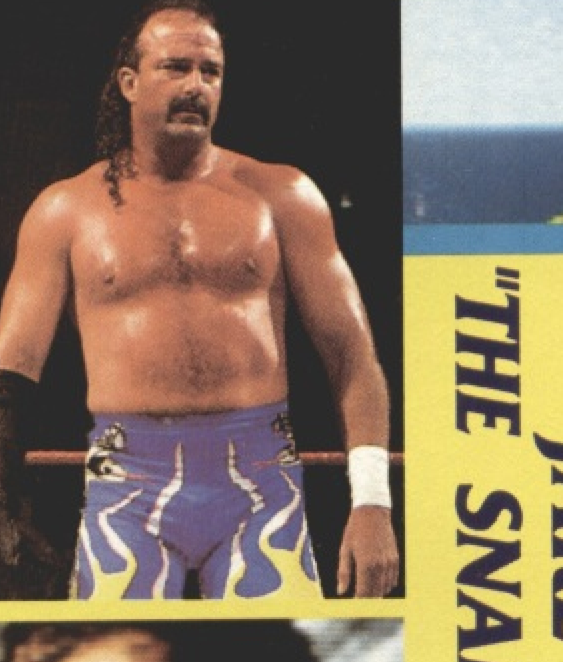
SID JUSTICE





As any WWF fan will know, Sid Justice is a powerhouse right up there with the likes of the Undertaker and Hulk Hogan. In fact, it was Sid Justice who unfairly deprived the Hulkster of his fifth WWF world championship title during January's Royal Rumble. However, in the game Sid Justice is pretty weak, only a bit better at grappling than the Million Dollar Man.

JAKE "THE SNAKE"

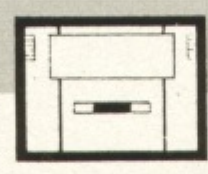




Jake's best pal is a python roughly twelve feet long, which is one explanation for his moniker. Another reason is the fact that he's a pretty low-down, dirty wrestler. In the Super NES game, he's in a league with the Legion of Doom and the Undertaker, making him a good choice should you opt for the Survivor Series option.

SUPER FAMICOM















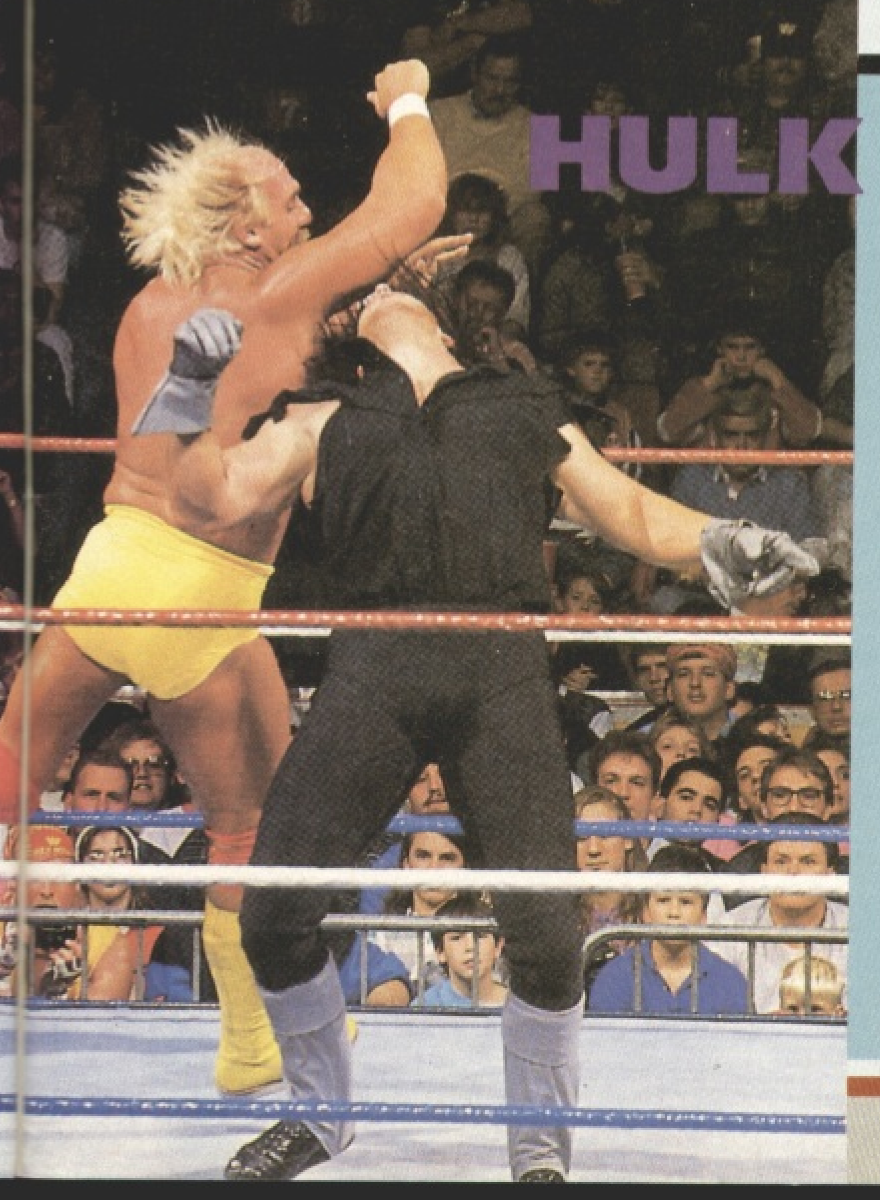
RUMBLING ACTION

Monday, January 20 saw the amazing WWF Royal Rumble take place. In this astounding extravaganza, 30 WWF wrestlers competed for the title of undisputed WWF champion of the world. Two wrestlers started off the proceedings with one more combatant joining in every two minutes. All the wrestlers had to do was chuck each other out of the ring and the winner would be the last person remaining. In the event that turned out to be the underdog Ric Flair, who survived to the last even though he was the third person in the ring (that's a WWF record, by the way). The situation should change in April, when Wrestlemania VIII takes place. The immortal Hulk Hogan is challenging for the title.

RANDY SAVAGE



Well known for his amazing sunglasses and colour co-ordinated fashion sense, the Macho Man reckons he's the best wrestler ever. Although he hates just about every other member of the WWF, he particularly despises Jake "The Snake" Roberts.



HULK HOGAN



The most popular WWF wrestler and four times world champion is known for his sheer power as well as his skill. Hulk Hogan refers to his massive biceps as his "pythons" for reasons best known to himself. Should you opt for the Hulkster in Super WWF Wrestlemania, you'll be controlling a swift participant whose recovery powers are unrivalled.

WRESTLING OPTIONS

Three different wrestling games have made their way into Super WWF Wrestlemania. All of them can be played with one or two players.

ONE-ON-ONE



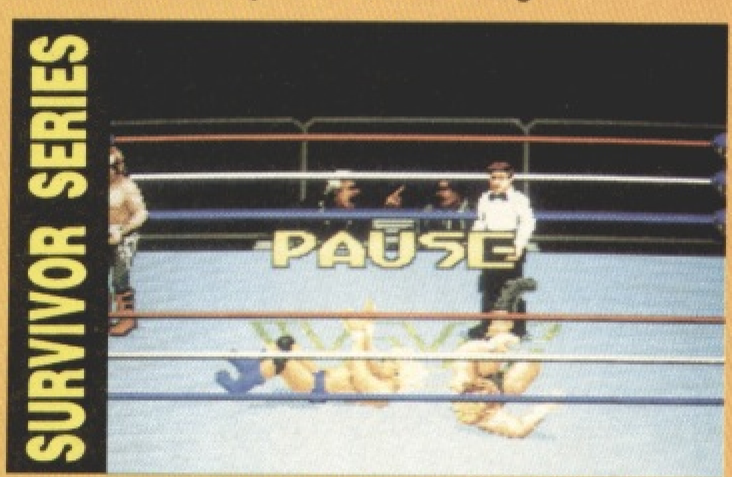
Each player chooses their favourite wrestler and battle is met! In one-player mode, the computer chooses the worst enemy of the human player. So, if you choose the Undertaker, the computer is more than likely to select Hulk Hogan. Should you opt for one half of the Legion of Doom, the chances are that your digital nemesis will choose one of the Natural Disasters.

TAG TEAM



Each player picks out two wrestlers to take into the ring. Although two tag teams are included in the line-up (namely the Legion of Doom and the Natural Disasters), you are free to choose whatever combination of wrestlers you want. You could even have the Macho Man Randy Savage and Jake "The Snake" Roberts on the same team - and as any WWF fan will know, they hate each other's guts!

SURVIVOR SERIES



This is really just a glorified tag team event but the difference is that each player picks **four** wrestlers each! The game is played much like a tag event but when one wrestler is removed from the proceedings, another of the four take over. In the end, just one wrestler is left. His team are declared the winners!

IT'LL BE WORTH

(And 32,767

The wait will be over on June 6th.

ITS WAIT IN GOLD.

other colours)



MEAN YOB!

That most compassionate, sensitive and caring letter answerer is here! Yes indeedy! YOB once again delves deep into his bulging sack to bring you top quality letters from around the globe and provide answers to their sheer inanity. If you've got something remotely interesting to say, write to: DOES KING JUAN CARLOS OF SPAIN EVER GET CALLED JUAN KING MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a special prize of £150.00 worth of software for the best letter of the month.

A CRUSTY JOYSTICK WIBBLER

Dear YOB,

Way back in July 1983, I received a Commodore VIC 20 for my 13th birthday and thought it was totally amazing. I had also seen the likes of the Atari 2600 VCS and various other video game systems that impressed me no end. From then on I became a self-confessed video game addict. My parents used to say "Playing games won't get you anywhere in life. When you're older you probably won't even play them anymore". Sounds familiar? How wrong could they be! My keen interest in computers led me to take a computer-related job. I'm now a computer operator operating IBM mainframe equipment, so don't worry Mums and Dads if your kids spend hours at their computer or console, chances are they'll turn out like me, maybe! When I'm old and grey my grandchildren won't be coming round to see Grandad, they'll be coming round to see Grandad's mega-console.

Darren Ward, High Wycombe, Bucks

YOB: It's true. Look at all of us. Tiddled our youth away leaning against arcade machines in the local fleapit and then - bingo! Mega-publishing celebs!

WE'VE GOT YOUR NUMBER

Dear MEAN YOB,

I am writing to complain about the lack of Satanism and Devil worship in MEAN MACHINES. It is a little known fact that Satanists, when they have finished running naked down the road wearing only a goat's head and daubing their bodies with cockerel's blood there is nothing better they like than sitting down and relaxing in front of MEAN MACHINES. Down here in hell Megadrives are standard issue and there is nothing me and my friend Hitler like better than a two-player game of John Madden's Football. My dad and grandmaster Theodolipolicus are very annoyed at the lack of Satanism in your brill mag. So if you don't buck your ideas up me and my mates, Adolf, Attila and Genghis will come round and poke you with our red forked tridents. So watch out!

Dameon the Son of the Devil, Hades

YOB: Who needs Satanism when you've got Gary "666 tattooed on his butt checks" Harrod in the mag?

A CRETIN FROM COLCHESTER

Dear YOB,

My friend has told me two interesting facts which I would like you to clarify for me:

1. Is it true that Sony are making a handheld called the CONSOLE MAN?

2. Has the Super NES been officially released in Wales?

Tim Stacey, Colchester, Essex

YOB: 1. No. 2. No, only in Wrexham. It's on sale at Bright's Electrical Emporium just off the high street.

WHAT'S HE ON?

Dear YOB,

I wish to ask you about your judgement in MEAN MACHINES of long awaited games and not so long awaited games.

▲ *A Bracey produced this.*

I have a Megadrive and have been reading MEAN MACHINES since it's been published and I think it's brilliant apart from one tiny flaw. This flaw is your reviews of long awaited games eg Sonic the Hedgehog have many criticisms in them that are good criticisms and all true. On the other hand, unexpected games like Mickey Mouse get better reviews and not as many criticisms as major games like Sonic.

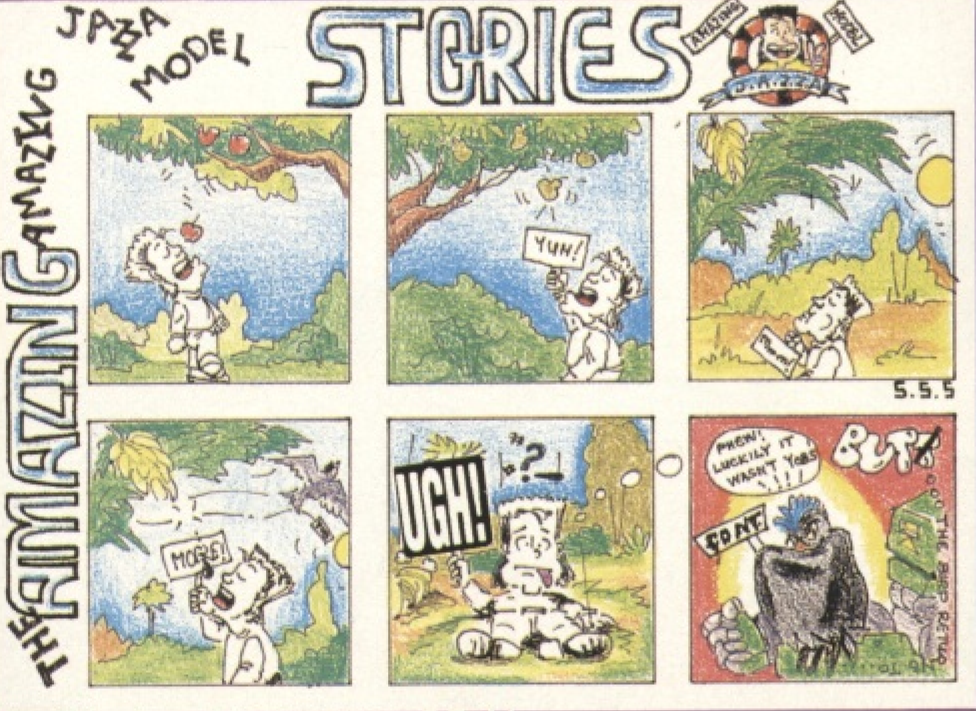
Seeing your mega reviews on these two excellent games, I bought them both. In your magazine you claim Mickey Mouse has challenge and is not easy to finish, I don't agree.

I'm no master on the joystick but it only took me two weeks to finish Castle of illusion where as it took me a month and a half to finish Sonic. also I found Sonic had more addictiveness and playability whereas Mickey Mouse lost its challenge once finished.

I agree with your review of Sonic but think Mickey Mouse was over rated if only by 5%

Mark Laverick, Selby, N Yorkshire

YOB: What you're forgetting is that Mickey Mouse came out there was nothing like it available on the Megadrive. The graphics were the best seen at the time, and it was by far the best platform game o the



▲ *Who forget their address? Doh!*

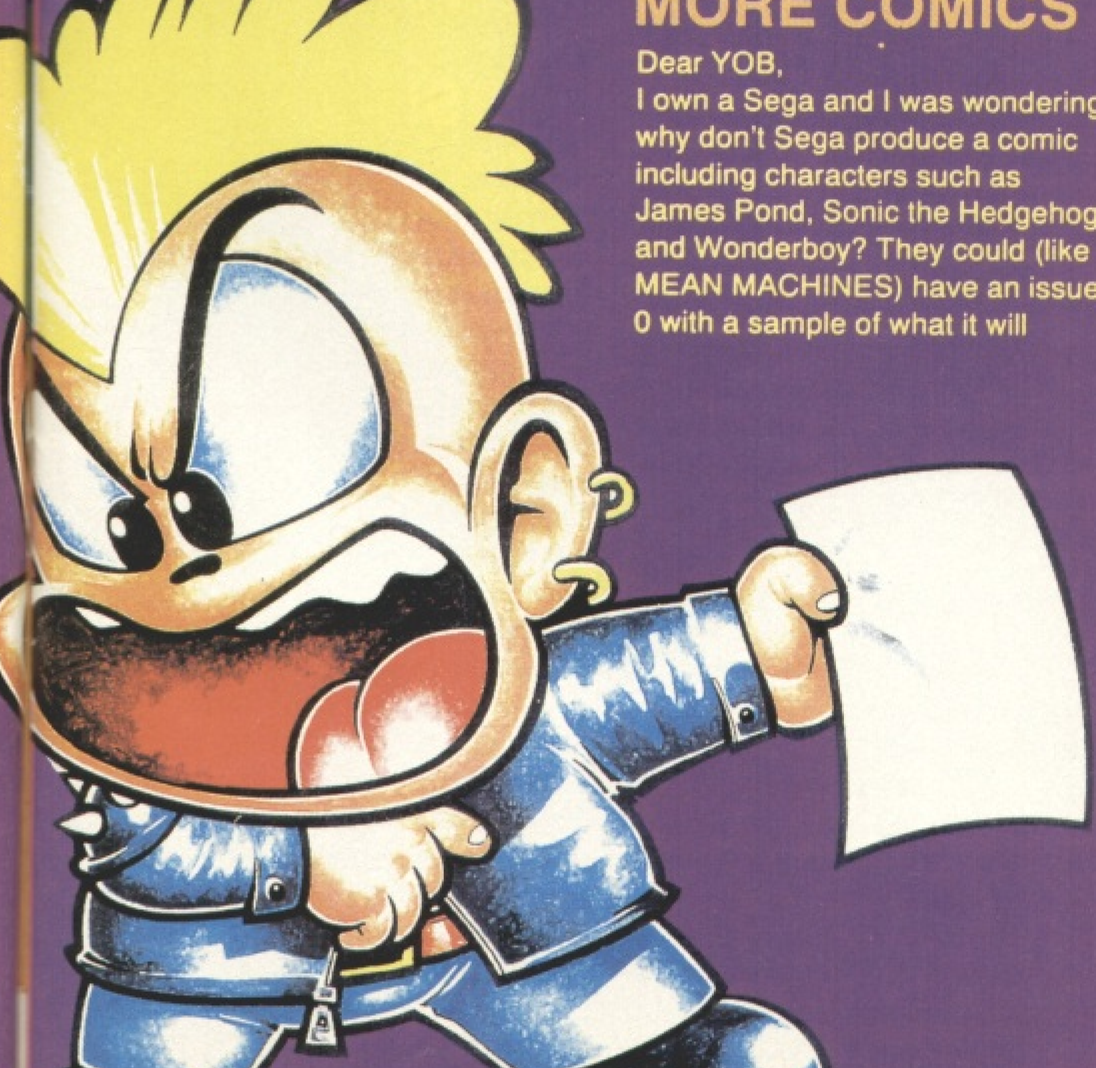
machine - which is why we rated it so highly. Since then plenty of other platform games have been released, and by comparison Mickey Mouse doesn't look like such an amazing game. If it was released today, it would score about 90% or so.

DOES THIS GUY "LOVE" HIS SEGA?

Dear YOB,
I don't want to ask any questions because I bet you won't print this letter anyway. What I want to say is that over the past few weeks I've been playing StreetFighter II on a three button arcade machine, and it's just as playable as the six button one. So I think when it comes out on the CD-ROM it will be brilliant and Sonic can go and shove the over-rated Super NES right up Mario's monkey ass.

Don't bother insulting me because loads of Megadrive owners will agree with me, and the Super NES owners will be green with envy now that the best beat 'em up will only be appearing on Sega's system.

Also, Mario games are all the same, running around, going in pipes and collecting rings etc. No wonder the Super NES isn't doing so well in the States, the Megadrive was the best well before the Super NES arrived, and now it's just getting better.
M Wilson, Nuneaton, Warks
YOB: Talk about a comedy of errors. You should put your brain in gear before putting your ranting and raving nappies on. First of all, you must be a completely crap Streetfighter II player if you think that playing with three buttons is alright. You DO need all six to be any good at the game. Doh! Secondly, Street Fighter II IS going to appear on Super NES. Nothing has been heard of the Megadrive version since the Super NES version was announced - we're still hunting down news on the subject, so don't count your chickens. And thirdly, I think you might be a bit rash in your Mario criticism. Mario might go down pipes, but he doesn't collect rings. The only thing that collects rings AND goes down pipes is a certain blue hedgehog. Time to bum off, baboon boy!



GET STUFFED

Dear YOB,
If possible would you like to send me and my brothers two Nintendo fun paks each? If not please reply to me and my brother.
Tarron S and Robbie S, Midlothian, Scotland
YOB:

MORE COMICS

Dear YOB,
I own a Sega and I was wondering why don't Sega produce a comic including characters such as James Pond, Sonic the Hedgehog and Wonderboy? They could (like MEAN MACHINES) have an issue 0 with a sample of what it will include. I hope Sega will at least consider my idea.
Jamie Goodridge, Furzton, Milton Keynes
YOB: Apparently Sega are currently working on the second installment of the Sonic comic we gave away a couple of issues ago. As soon as we've got it, we'll bring it to you.



▲ *Thanks to Graham Mann and Gavin Rothery.*

WHO'S RIGHT?

Dear YOB,
I am writing this letter regarding all the controversy that has been generated over the past month concerning the official launch of the Super NES. Every magazine seems to have a different story. The only rumour that everyone seems to agree upon is that the release is set for Spring - and that's where the road ends.

CVG were very optimistic, with the Super NES being launched as early as February. MEAN MACHINES claim March. Bandai says a definite June release, whereas Club Nintendo says May. Games-X state April as the date. All we need is someone to come up with July! But the most outrageous rumour was from Buzz in teletext - they stated that the Super NES would be launched in May and the machine would not look like the American Super NES, but would instead resemble the Japanese Super NES!?

Perhaps by the time this letter is printed we may finally have a confirmed launch date and I'd feel like a complete dork. So when do you reckon the Super NES will be here?
S Trivedi, Kenton, Middx
YOB: There have been lots of switches, last minute changes, twiddles and twists, but inside information given to our esteemed editor states that the official UK Super NES will be the same shape as the Japanese machine and will appear in very late March/early April.

WHAT?

YOB,
I enjoy your games and I have decided to write you. My reason for writing is to ask you to send me your MEAN MACHINES price list, check list and catalogue. If possible a bonus.
Okoro Kelechi, Imo State University, Nigeria
YOB: Eh?

MEAN YOB!

SPAZ OF THE MONTH

Dear YOB,
I've just got to say your magazine is pathetic. I don't like the quality of paper. you don't get a clear look at the graphics and I hate the way the reviews are presented. Why don't you give the good and bad points of sound presentation etc. Which is a shame because the mag could be brilliant with a few adjustments. Also I think you look like a little twerp I'm sure you could look a lot better.
Damian Williams, Penmachno, Gwynedd, Wales
YOB: You think the magazine is pathetic, but you still bought it. You're more stupid than a mad cow with mad cow's disease.

IT'S ALL 'ARMLESS FUN

Dear YOB,
I have written to you to complain about the appalling leper jokes which you keep printing. I was deeply shocked when I read them - they are in such bad taste.
Barnie, Marnie and Arnie
YOB: So, like the leper, when your eye fell on the page, you didn't laugh your head off then? If I was you I'd go and have a leper's night out - get legless and play cards so at the end of the evening you can throw your hand in.



▲ *Neil Mockford sent in this skill montage!*



▲ *Dan Towes reveals the true sadness of Gary Harrod.*

GOING, GOING, GONE

Dear YOB,
I was looking at some old console mags the other day and I found an old CGEG (Computer Games Entertainment Guide).
Well I flicked through it I found a hand held machine called a Gamate. I have enclosed a pic and the question is what happened to it?
Luke Northway, Kings Kerswell, Devon
YOB: Like the festering scab it is, it hung around for a few months, but then disappeared without a trace. The same could be said for CGEG.

MAKE YOUR OWN MIND UP

Dear MEAN YOB,
I own an Amiga and at Christmas I bought a Megadrive and I think it's brill. When I went back to school my friend told me about how good the Super NES is. I think it's brill as well because it has my all-time fave game Street Fighter 2. Now I don't know what to do, should I sell the Amiga and the Megadrive and get the Super NES or sell just the Amiga or Megadrive. Please print this letter because I'm desperate to know.
David Johnston, N Ireland
YOB: Sell the lot and send the cash to me, that's the best thing to do.

OOPS!

Dear YOB,
I don't want to sound like I'm complaining, but you kinda printed the wrong name on my picture I sent in (Mario vs Sonic), it's the fact that my mates believe me not that I sent it in and I can picture the guy who's name was on it saying "I got three pictures printed this month." Well thanks for printing it anyway.
Rob Pierce, Salisbury, Wiltshire
YOB: Gary Harrod made the dreadful mistake, and suggested as way of punishment that we send him up the road to Pert Pam's Pervy Pleasure Parlour for a sound spanking with some nettle leaves. The strange fellow said something about getting a discount for his regular patronage...

Nintendo®



You'd better be fighting fit if you want to battle the bugs with Dr Mario. Otherwise the germy jokers will start swarming all over you and no amount of vitamins will vanquish those viral villians. And don't forget it's a 2-player game as well – deadly competition with a double dose of infectious fun.

Nintendo®

GERM WARFARE.

THE WORLD'S NUMBER ONE GAME SYSTEM

MEAN YOB!

JERKS GET JERKED OFF

Dear Mr YOB,
We are two highly disgruntled MEGA (amazingly brilliant, stupendously superior) DRIVES who were, to say the least, jerked off over issue 16's malicious, completely made up, slanderous, so-called "exclusive" of a picture of a supposedly turncoat, Sonic, playing on a "Gayboy" as drawn by Andrew "My intellect is as long as the pencil I drew the crap picture with" Foster.

After this we calmed down, until we went and bought issue 17 and "shock, horror" another "megadrive degrading" picture of sonic at gunpoint to who else but, Mario (the pretender). In answer to these unfounded pictures we have drawn part 3 of the Sonic (the superior) and Mario (his royal crapness, sad, rank plumber) in his rightful position, yes, on his knees to the spiked Speed Demon himself.
Stu Baes & George Brooke, Worthing, Sussex
YOB: How sad it is, then, that your picture looks as though it was drawn by a pair of drunk, retarded, gibbering baboons and won't be printed because it's not even fit enough to use as emergency toilet paper after vindaloo night down at the local Indian.

PIDDLE BOTTOMS

Yo Yobster!
I want you to set a few things straight with some people.

First of all my parents (well, my mother) doesn't want me buying games magazines any more, so I am writing to you, to ask if you could put things right and show them how educational the magazines are.

My second problem is my friend, you see he owns an Amiga and I own a Megadrive and the stupid Amiga-playing goon thinks that the Amiga has better graphics than the Megadrive. Please will you clear up this little problem, because it's been going on for six months. I'd be much obliged.
Brian Linehan, Limerick, Ireland
YOB: Tell your friend to go suck a bull's udder and tell your Mum you'll do the washing up for a week if she'll let you buy MEAN MACHINES, or do poos in the washing basket if she doesn't.



▲ *Paul Kennedy of Birmingham did this.*



▲ *Daniel Maw is responsible for this.*

JUST WHO DO YOU BELIEVE

Dear YOB,
I own a Megadrive and I'm planning to upgrade to a Super NIntendo when they are officially released. BUT I was reading a letter in Sega Power that the Super Nintendo is poor compared to Megadrive games. It even said Sonic is better than Mario IV (is this true?). The writer of this letter said he owned a Super NES for three months. This mag's reply was that other mags that review Super NES games (meaning you!) are biased towards it (hard to believe isn't it?) and that is why the games get high marks. Is all this true as I am dying to know and if you do not print this letter I will personally come round and decapitate you with a large meat cleaver.
D Boucher, Morden, Surrey
YOB: None of the guys here are biased towards any machine, and the fact that Jaz, Rich, Rad, Gaz and Oz all have both a Megadrive and Super NES at home goes to show that. Only a sad, gibbering baboon's ass of a nincompoop would say that Sonic is better than Mario IV. And anyway, would you believe anything written about Nintendo in a Sega-only mag?

MYSTIC YOB

He's put on his Gypsy bandana to provide messages for writers whose letters have gone to the great bin in the sky. If your fine works haven't been printed, YOB might just have some special psychic (or should that be psychiatric) ramblings just for you...

Michael Webb of Cheadle: We never print your letters because they're not very good.
Mr Australia: Yes there is.
Adam Lane of Telford: Your joypad is broken, take it back to the shop.
Leighton Wilson of Bristol: You are obviously some kind of gullible retard.
Julian Roche of Altrincham: You're a very moany over-opinionated git, but your writing style is excellent. Jaz remembers your letters from way back. Perhaps you should attempt to enter the field of computer journalism? Send a sample review to him if you're interested.
P Scatter-Cushion of Barnsley: Yes, very funny. Try something shorter and slightly less crap next time and it might be printed.
Asterix of Cardiff: Are you blind as well as stupid?
Leo and Snefell of Scotland: Oh dear, you are having problems. Seek psychiatric help.
Myles Fitzgerald: Rad wants to know whether Gerald fits you?

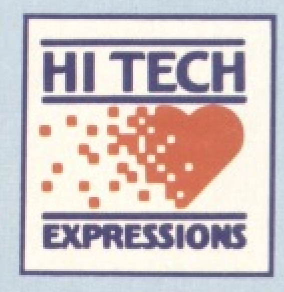
Nintendo®

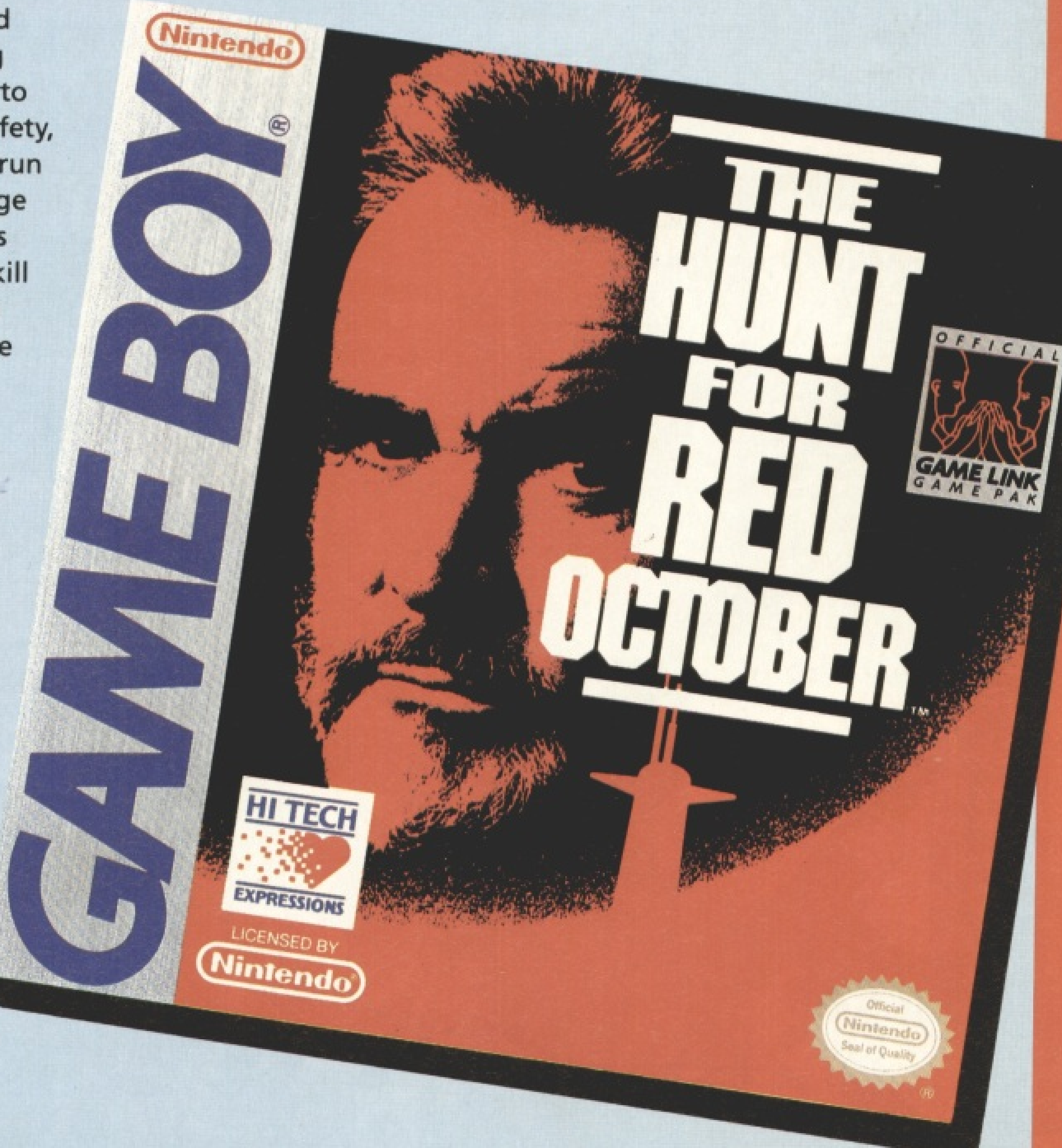
GAME BOY™

NEW FROM NINTENDO

ADVENTURE AND EXCITEMENT- TAKE IT AS RED.

The hunt is on and there's no turning back. If you want to get your sub to safety, you'll have to outrun the Russians, dodge the depth-charges and use all your skill and daring just to survive. OK, you're in command. Dive! Dive! Dive!





HOW MUCH FUN CAN YOU HANDLE?

NEW FROM NINTENDO

NEW FROM NINTENDO



BY GASLIGHT

Dear Jaz,
I am a new Megadrive owner and soon I'm going on holiday to Hong Kong. I have heard games are cheap there. I am not sure if they will run on my Megadrive though it is Japanese but official Japanese carts only run on SCART (so I have been told).

1. Is this true?
2. How do I know if I am running PAL or SCART?
3. Will games and software be cheaper in Hong Kong if so how much?
4. Will they have games not released here yet?
5. Is Wrestle Wars any good?

A Loving Megadrive Owner

JAZ: 1. No - there are only two or three games that don't work on PAL. 2. Don't worry about it. 3. Yes, between 25%-75% cheaper. 4. Not really - maybe they'll have a few games a week or so earlier than importers will have them here. 5. Yep.

After a year and a half of writing intro pieces to the Q+A section, ideas are running rather thin. Still, this is managing to fill up the space and yet maintain a "professional" look to the page. Anyway, as you should already know, Jazza is here with his special motorcycle answering trousers and new extra brain power Shoei helmet ready to answer your questions. If you've got anything to ask - and we mean anything - write in to: NOW THAT JAZZA'S GOT A MOTOCROSS MOTORBIKE NOBODY IS SAFE ON OR OFF THE ROAD Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

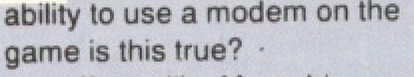
CRADDOCK

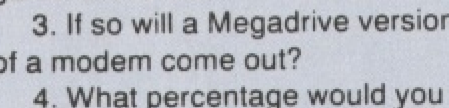
Dear Jaz,
Here's a few questions. I hope you can answer them.

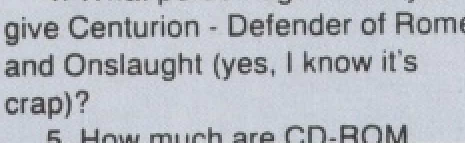
1. When will Advanced Warfare be coming out in the UK?
2. I saw an advert for Advanced Warfare in the back of a Japanese games booklet, it advertised the ability to use a modem on the game is this true?
3. If so will a Megadrive version of a modem come out?
4. What percentage would you give Centurion - Defender of Rome and Onslaught (yes, I know it's crap)?
5. How much are CD-ROM games selling for in Japan?
6. Is there a release date for Blue Almanac?
7. And finally, when is Speedball II coming out as I've been waiting for it for ages?

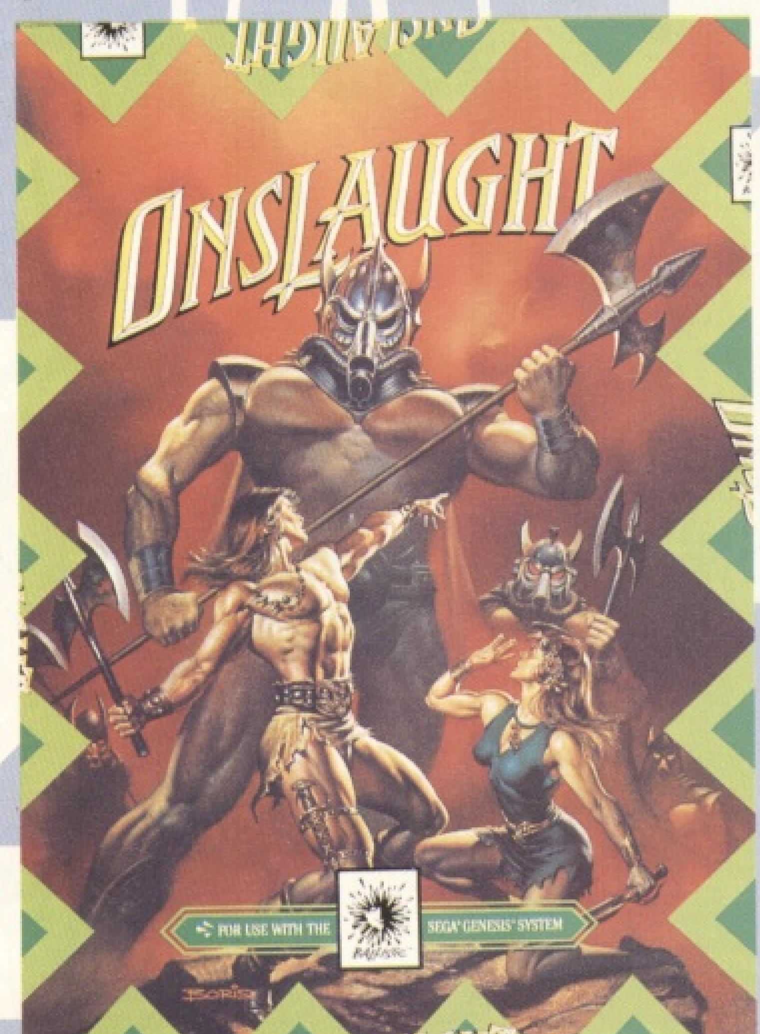
John Garland, Wecley Castle, Birmingham

JAZ: 1. No. 2 Yes. 3: No. 4. There's no point - they're both crap. 5. About £20-30. 6. No. 7. It's been put back until later this year.

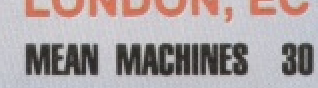












BATTER

Yo Jazza,
We are totally cheesed off why? Because they are no reviews for the Atari Lynx. Also there are no highscores or a top ten list. we have seen that the Gameboy has all these things. But the Gameboy is CRAP. And they still have reviews for it. so we would like to see more things for the Atari Lynx. If anyone would like to argue with our letter, go ahead and make our day.
Two Very Flipped Off People Who Are Two Off Many Who Hate Gameboys Who Have Got Highscores For Lynx, Chesterfield.

JAZ: You stupid spazmodic imbeciles. We're a Sega and Nintendo magazine, not a sad Atari mag. If you want reviews for your festering Lynx machine, buy CVG and read the brilliant free GO! handheld magazine that comes with it.

LICKING

Dear Jazza,
Will ya' a answer these questions?

1. will there be a sonic 2 released on megadrive.
2. will ya' need a cdtv to 'av' sonic 2.
3. whats ya' favourite platform game.
4. av' ya' got a date for sonic 2 for Aussie and Aberdeen.

Thomas Bailey-smith, Tasmania, Australia (envelope postmarked Aberdeen)

JAZ: No. Firstly you didn't say please, and secondly you have the writing abilities of a demented festering baboon's ass of a moronic imbecile. And I bet you sniff kangaroo's dangly bits.

SCRAPINGS

Dear Jaz,
This coming Easter holiday, my family and I are going to Hong Kong. Please could you answer the following questions for me as it is incredibly important that I know the answers before I go.

1. How much would the following items cost - Super Famicom, Mega-CD, Turbo Express?
2. Would I need them converted for use in the UK, and if so how much would this set me back?
3. Thirdly, do you know what the duty would be on these items?

Jon Izzard, Epping, Essex

JAZ: 1. All between 25%-75% less than you'd pay here. 2. Possibly - you'd have to ask the retailer what format the machines are. It tends to be expensive to get machines converted in this country. 3. Depends on how much they cost - but it can be quite pricey.

FEATURES

Dear Jaz,
Could you please answer these questions about the Megadrive?

1. When will Super Kick Off be released and will EA be making a footie game?
2. I've recently seen a game called Art Alive by Sega. Do you know if it's any good, and if Electronic Arts will be making an art program?
3. I've heard EA are making four other games including Lakers vs Celtics 2. Do you know what the other titles are?

Jonathan Ryans, Doncaster, Yorks

JAZ: 1. December. EA haven't got a football game in the pipeline at the moment. 2. To be honest, console art programs are a bit redundant, and as far as I know EA aren't working on one. 3. Yes, but I'm sworn to secrecy.

ADAMS

Dear Jaz,
I own a Master System and soon a Megadrive. Please could you answer these few questions:

1. When I get my Megadrive, am I better off getting an official UK one or a Japanese import?
2. I've heard that some import Megadrives are very unreliable and are not worth touching with a ten foot barge pole - is this true?
3. Will any of the gang be appearing on GamesMaster again?

William Barker, Bradford, West Yorkshire

JAZ: 1. Check out the prices and guarantees and make the choice yourself. 2. Not that I know of. 3. I'm on six of the thirteen shows and Rad is on three - write to Gamesmaster and tell 'em you want to see more of us (that's assuming you do and don't want to see other knobby dillons on there).

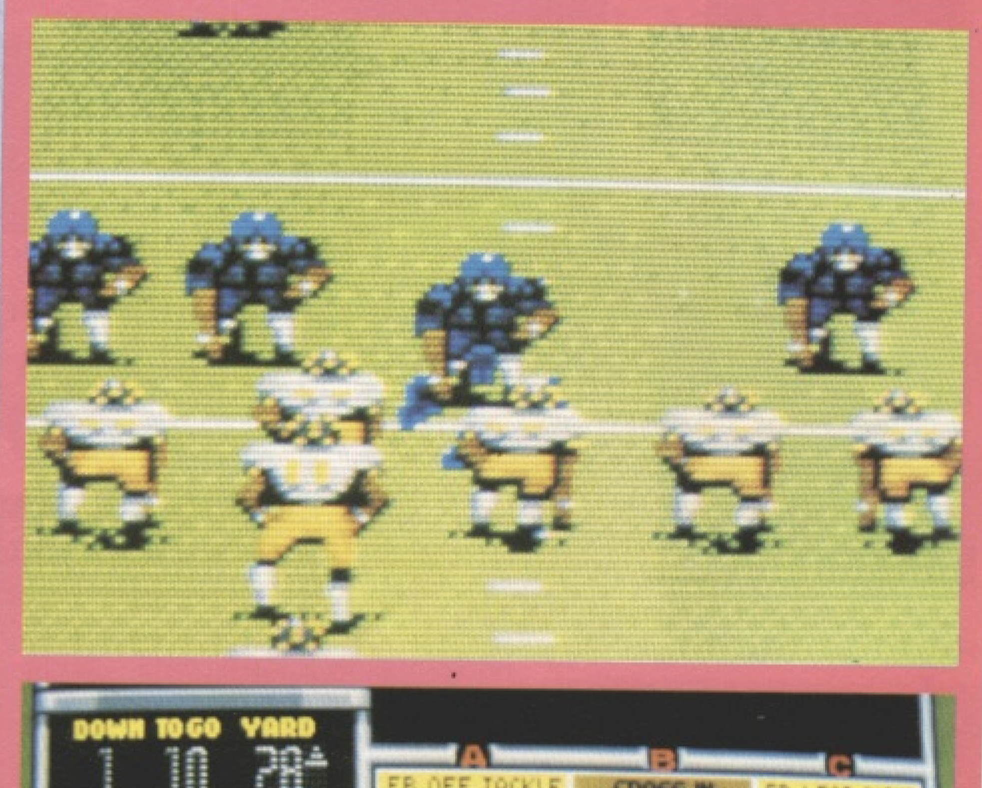
BAG

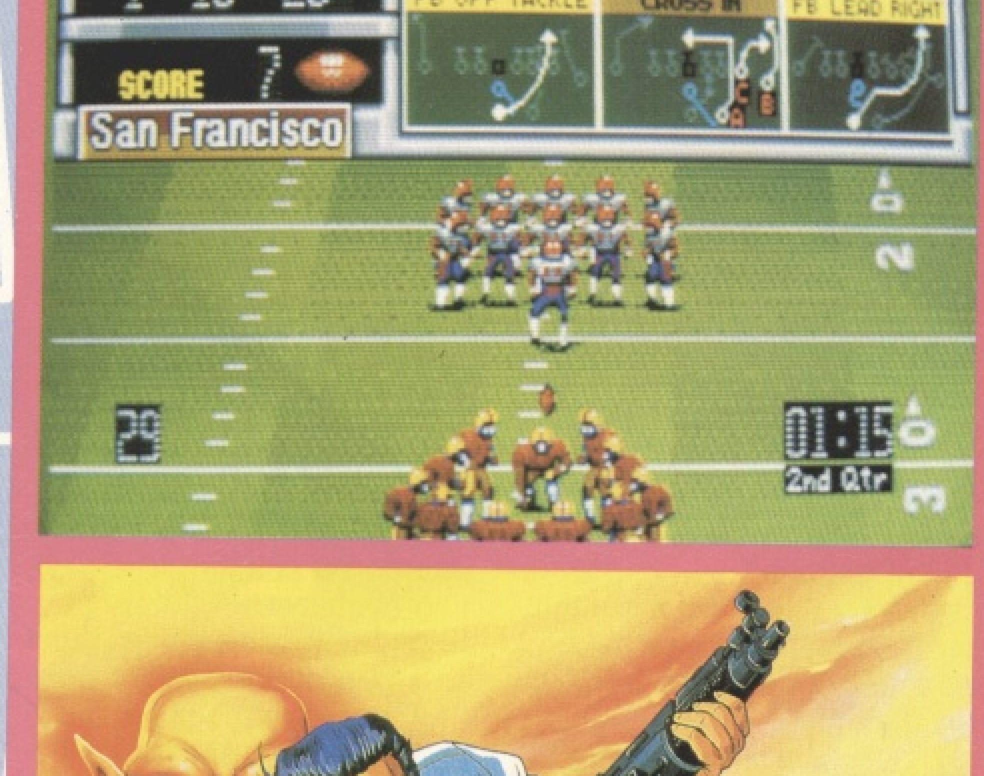
Dear Jaz,
I own a Japanese Sega Megadrive and I was wondering -

1. Does the English version of John Madden's footy crash halfway through the game?
2. If so does this happen on the American version?
3. Does this happen on John Madden '92?
4. If I was to buy a Japanese converter for my Megadrive would the text on a Japanese game be in English?
5. Why when I sometimes buy an English game does the text come up in Japanese?
6. Can I buy the official version of Rolling Thunder 2 or will I have to buy the Japanese one?

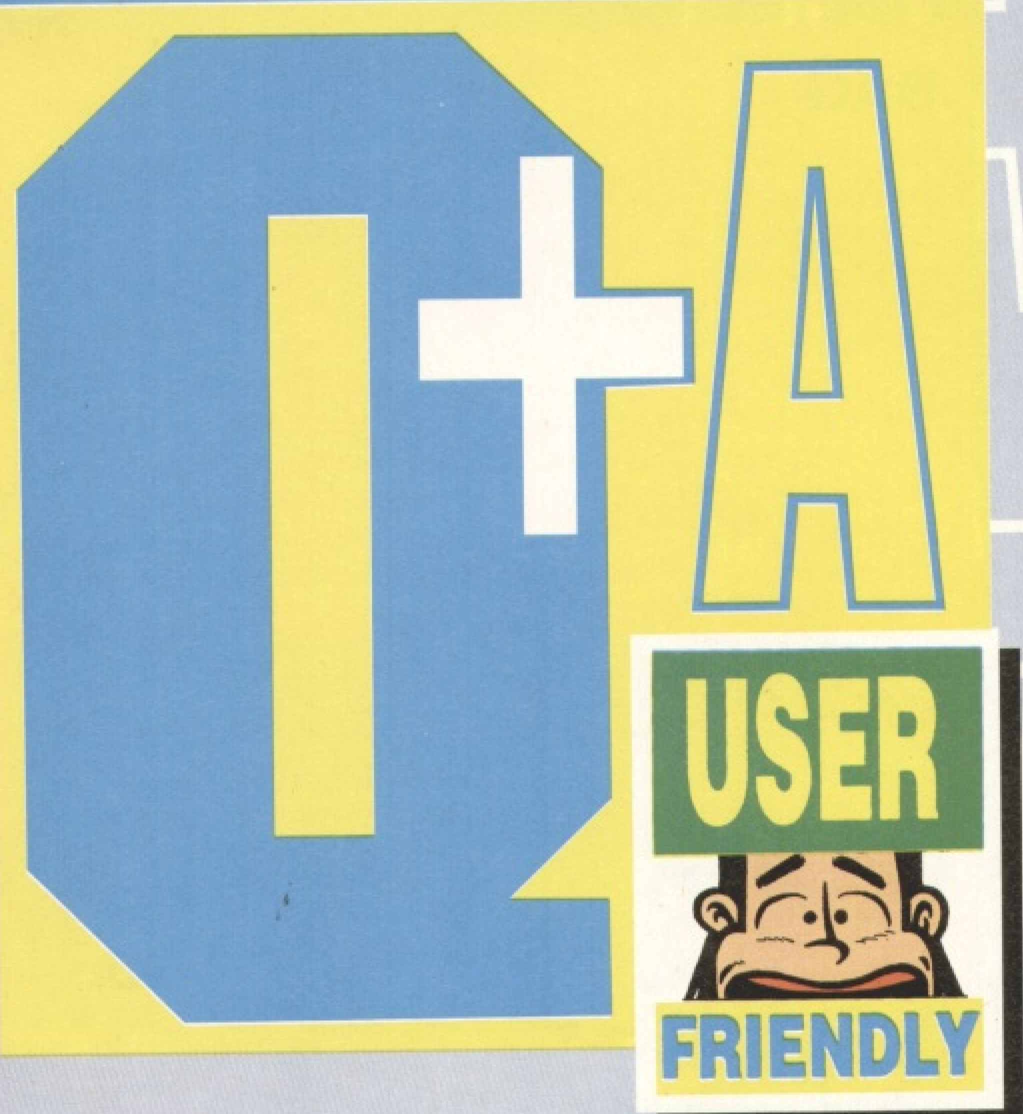
Lee Carter, London

JAZ: 1. No. 2. No. 3. No. 4. Only if the game contains both Japanese and English text. 5. Because the cartridge thinks your machine is Japanese. 6. Wait for the official version.









FEELER

Yo Julesy my man,
I'm back, and I've got some steaming red-hot questions about the SNES that I'm getting (hopefully) that just must simply be answered or I'll stain my pants. So here are the questions.

1. When the SNES systems come out in England will they be PAL, SCART or both?

2. I'm not quite sure but I have been told that for a SCART machine you need a special type of monitor to plug it in to and a PAL machine you can plug into any TV set, is this true?

3. If it is true, if I used a SCART lead on a PAL SNES then would I be able to plug it into any TV set?

4. Would I be able to play Japanese games on a SNES without a convertor?

5. What are PAL Famicoms generally more expensive than SCART Famicoms? Is it because there are less of them than of SCART Famicoms?

Daniel R, London

JAZ: 1. You'll be able to connect the official machines up both ways. 2. Yes - unless your telly is a dead posh one with a SCART socket. 3. Yes. 4. No. 5. No, it's because the PAL modifications are tricky and expensive and SCART modifications are cheap and simple.



SHAVER

Hey Jaz,
Think you're a smartass? Answer these...

1. If the Mega-CD and SNES were pushed to their extreme limits which one would come out looking and sounding the best on a game?

2. Will an American SNES play Japanese and Aussie carts?

3. How much do SNES games cost in Japan and America?

4. If I buy a SCART SNES will it play PAL games?

5. I am a patient guy and want the best quality, so which one is best, a Japanese SNES (SCART), the American SNES (SCART) or should I just wait for the official release of the Aussie SNES in 1993 - Christmas?

6. I want a magnifier and a light for my Gameboy, which is better quality, the two separate or the two built together?

7. Could you plee-ease for an Aussie guy produce issues 1-9 of your super mag, cause MEAN MACHINES started selling from issue ten in Australia and I missed out!!! It's a tragedy...

Tony Liodakis, Burwood, Sydney, Australia

JAZ: First of all, I don't think I'm a smartass - I know I'm a smartass, you koala groper. 1. The Mega-CD would sound better, but the Super NES would look better. 2. Yes. 3. About £30. 4. Yes. 5. It's up to you. 6. I'd get both together. 7. We've been selling in Australia since issue one - you obviously missed it.

FARTS

Dear Jaz,
I am none other than a proud owner of a Megadrive and was desperately hoping that you answer these questions for me?

1. In issue 101 of CVG, you that there was a device which lets Megadrive owners download Amiga software to their Megadrive is this true?

2. Is Aliens 3 going to be coming out on the CD-ROM or the Megadrive?

3. I've heard rumours that a Judge Dredd game is coming out on the Megadrive, is this true?

4. How much does it cost to subscribe for a year from East Germany? I wish to subscribe immediately and would be grateful for full details as soon as possible.

Nicholas O'Conner, Rostock, Germany

JAZ: 1. Spaz alert! Spaz alert! That was an April fool cooked up by good ol' me, and you fell for it like the fascist you are! Doh! 2. Megadrive. 3. No. 4. We're currently working on a new subs ad - keep watching.

HAIR

Dear Jaz,
For a change I think you should answer some questions on the Game Gear. As I have just purchased a GG I have noticed the lack of coverage in your mag.

1. Do you know if any beat 'em ups will be released in the next few months for the GG?

2. Have you heard about any new GG add-ons? I've heard there will be an adaptor so you can play on a TV screen.

3. Is it likely that there will be a Sonic 2 on the Game Gear?

Ian Williams, Lower Earley, Reading

JAZ: 1. Ninja Gaiden is about the best one I've seen recently. 2. There are a variety of boxes and magnifiers, as well as a TV adaptor, two-player link-up lead and a car lighter power adaptor out and about as we speak. 3. Yes.



JUICE

Dear Jaz,
I am writing to you to beg for to answer some simple questions.

1. When the CD-ROM for the Megadrive is released will this make the Megadrive capable of producing good quality filled polygon graphics?

2. I have a Megadrive with eleven games. If you were me, would you swap it for an Amiga? In other words which would you choose if you wanted the best games machine?

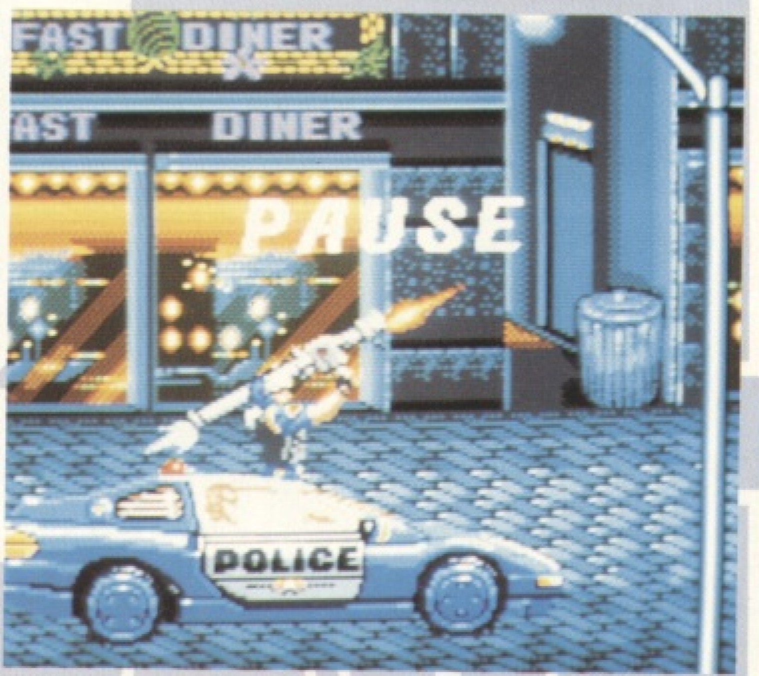
3. Please could you tell me which of these is the best for games (as in performance) IBM PS/1, Amstrad PC5286?

4. Is Streets of Rage better than any Amiga beat 'em up?

Jonathan Carter, Totnes, Devon

JAZ: 1. No. 2. No way! I'd keep my Megadrive - it's the best machine. 3. The IBM - as long as it's got a VGA card. 4. Yep.







RELATED FROLICS

Dear Jaz,
I have recently bought EA Ice Hockey and my friend has bought NHL Ice Hockey which are both made by Electronic Arts, but my friends is considerably slower thar mine. Is this a fault in one of our carts or is this right?

James Carter, Sawston, Cambs

JAZ: I should imagine that you have a SCART machine and your chum has a PAL machine - PAL machines run about 15% slower than SCART machines.

PADS

Dear Jaz,
I was wondering if you could please, please answer this list of questions.

1. Is there a colour modulator coming out for the Gameboy?

2. If so when will it be out?

3. How much will it cost?

4. When is Lemmings and Kick Off coming out for the Gameboy?

5. Is an Addams Family game coming out?

6. Is there going to another WWF game for the Gameboy and is there going to be a Battletoads 2?

7. Is there going to be a pink Gameboy called the Gamegirl?

Simon Dukes, Malvern, Worcs

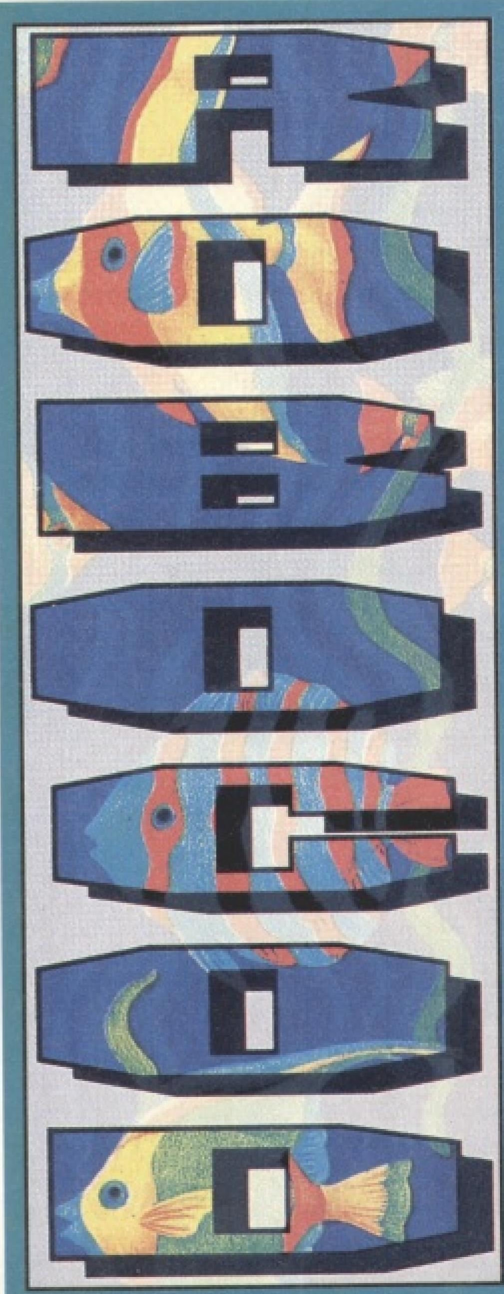
JAZ: 1. No. 2. Never. 3. Nothing, because it doesn't exist. 4+5. Within the next few months. 6. Yes. 7: No, don't be stupid.





TIPS

Wahey! Here we go, with yet another exciting tips-related fest of gigantic proportions. Crammed to the max with amazing tips, cheats, codes and all manner of massive specials, there's guaranteed to be something here that should tickle your proverbial fancy. If you reckon you can do better, send off your stuff to MEAN MACHINES TIPS, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's £150 worth of amazing software waiting for person who sends in the best tips of the month.



This EA game is definitely the greatest platform game available for the Megadrive. Paul Braithwaite from sunny Ilford chose to send in the cheat on a ripped up Christmas card (?). So, um, here it is.

To access a stage select, press **A** and **C** simultaneously whilst "twirling" the joypad in a clockwise direction and rapidly pressing the **START** button. But be warned, for



Paul informs us that "it may take a couple of goes to get it to work".

Also, about fifteen of you lot worked out where to find two bonus screens. When you start the game jump over the first two doors and run over to the right of the castle. Jump up the platforms and run along to the front of the tower and jump onto the roof. Run left into the building and you should find the hidden rooms.





About fifty-eight of you lot sent in this Devil Crash tip, so I suppose I'd better print it, hadn't I? Well, it's pretty simple. Enter **TECHNOSOFT** on the highscore table to begin your next game with ten balls. Useful, eh? Well, we've managed to find a few more codes (but be warned - they may only work with the American version of the game). **THEDEVILSI, ONECRUSHME, THECRUSHEL**. The first couple give you phenomenal scores and massive amounts of lives, while the last shows you the end of the game.











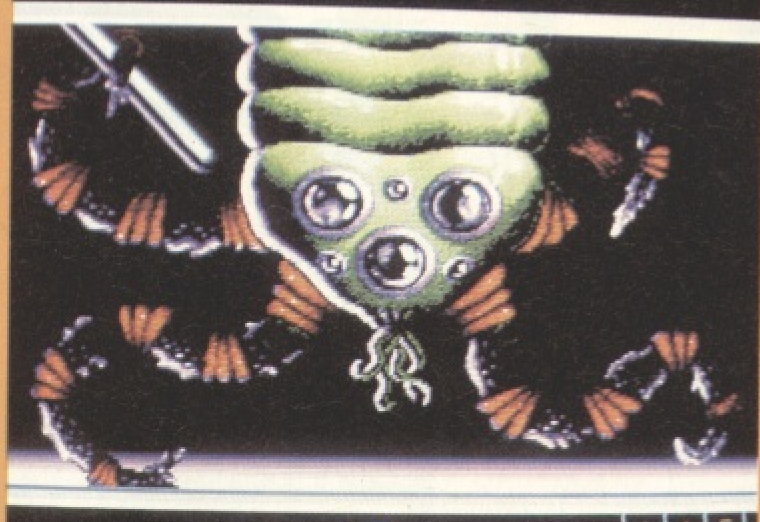


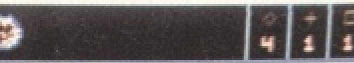
STAR CONTROL

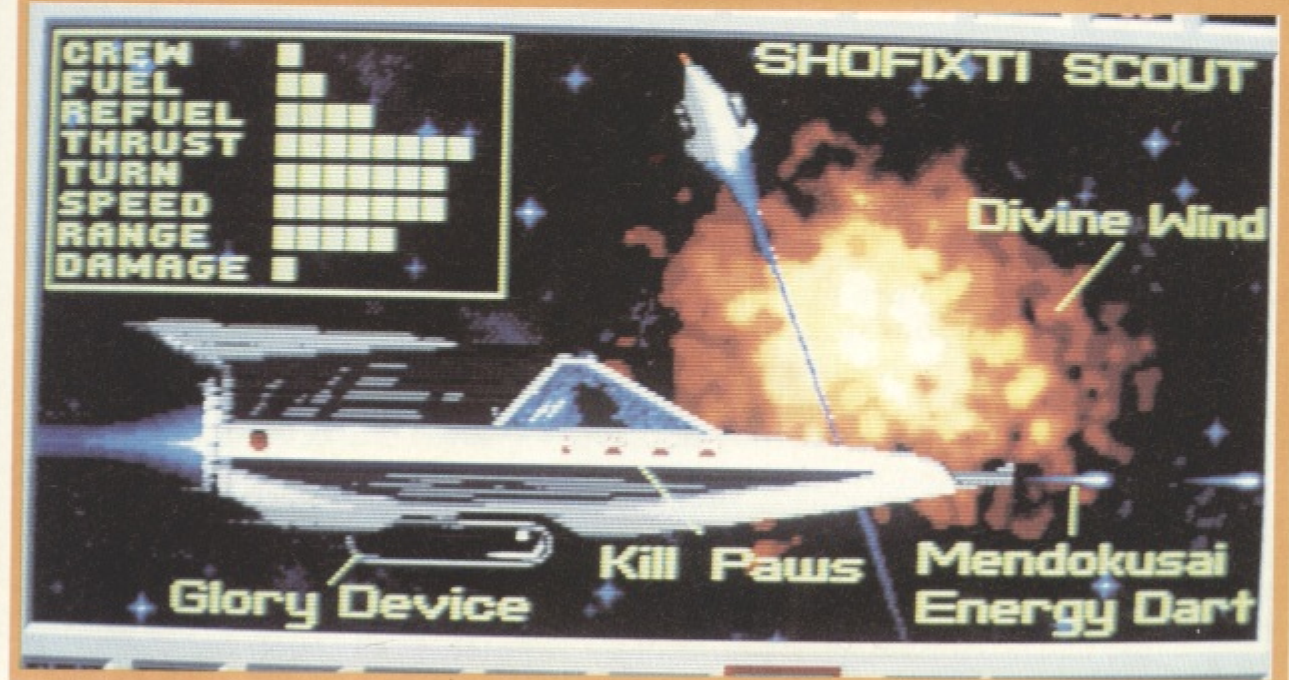
This game is definitely the finest Ballistic release out on the Megadrive at the moment, and Colin Hand came up with this "Hand-y" tip for powering up your ships to undreamt of levels.

Put the game into FULL GAME mode and choose your desired scenario. Now for the cunning bit. When the information describing the scenario appears, hold the joypad **DOWN** and **LEFT** and hold down **B**. Keep them all held until the star map appears.

Now, every unexplored (blue) star will house a precursor relic! Amazing, huh?

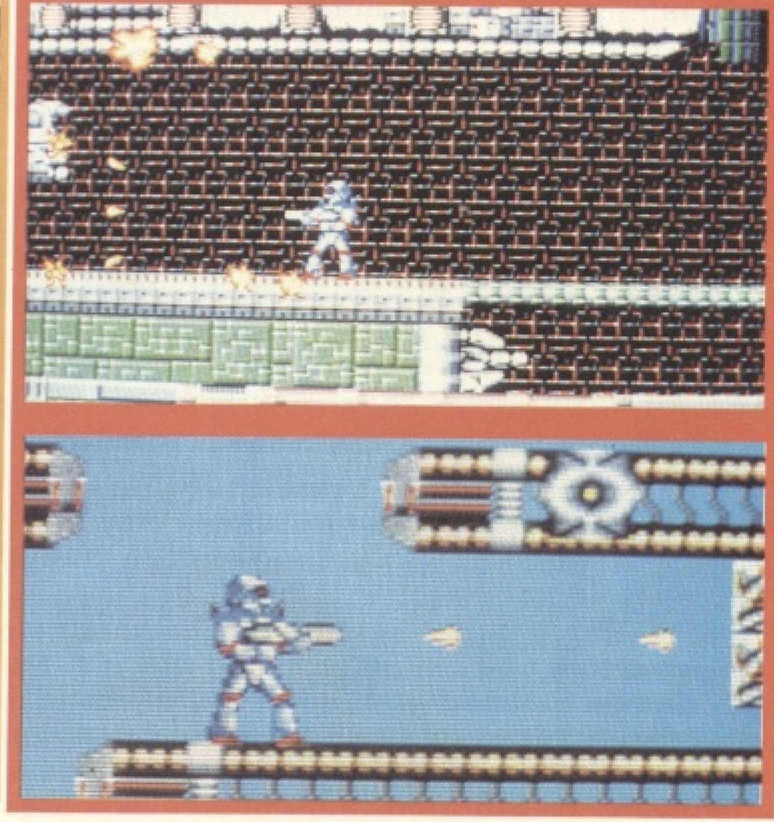








Turrican is a pretty yawn-inducing game, but if for some reason you decide you want infinite lives and a level select, push the joypad **DOWN**. With this in place, press these buttons in the following order: **A, B, B, A, B, A, A, B, A, A, B, A, A**. This takes you to a mega options screen! Cheers to Nashon Cohen from London N3!

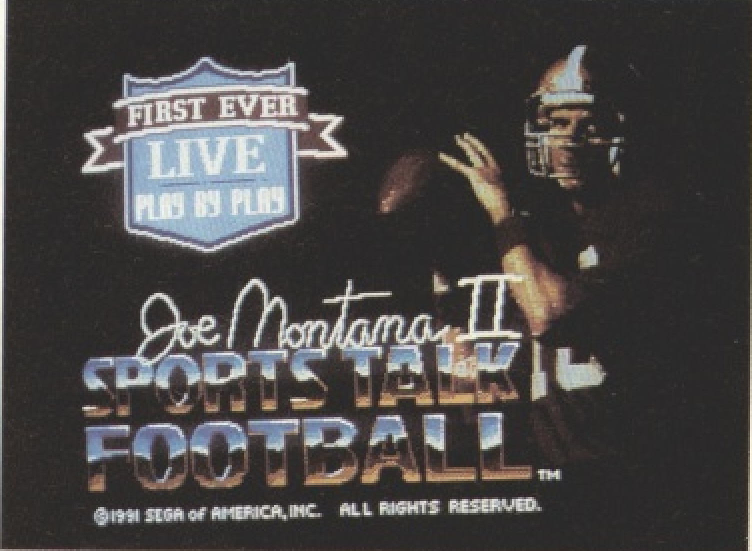




The mysteriously named R Robinson (amongst others) sent in this tip to make the original mode in Mercs a lot *harder*! Just choose original mode and press **A, B, C** and **START** simultaneously. Shazam! Instant mega difficulty!







Ian Toska reckons himself to be pretty well-endowed in the games playing skills department. To prove it, he's sent in loads of codes for Joe Montana II.

SonicisFab	ToskoFunki	ParkPlace
JohnMadden	Hellfire	Gremlins
Pacmania	EAHockey	Harmony

NOW THE POWER 2 FIGHT BACK...

BECOME INVINCIBLE!!

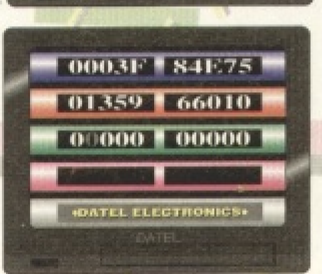
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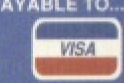
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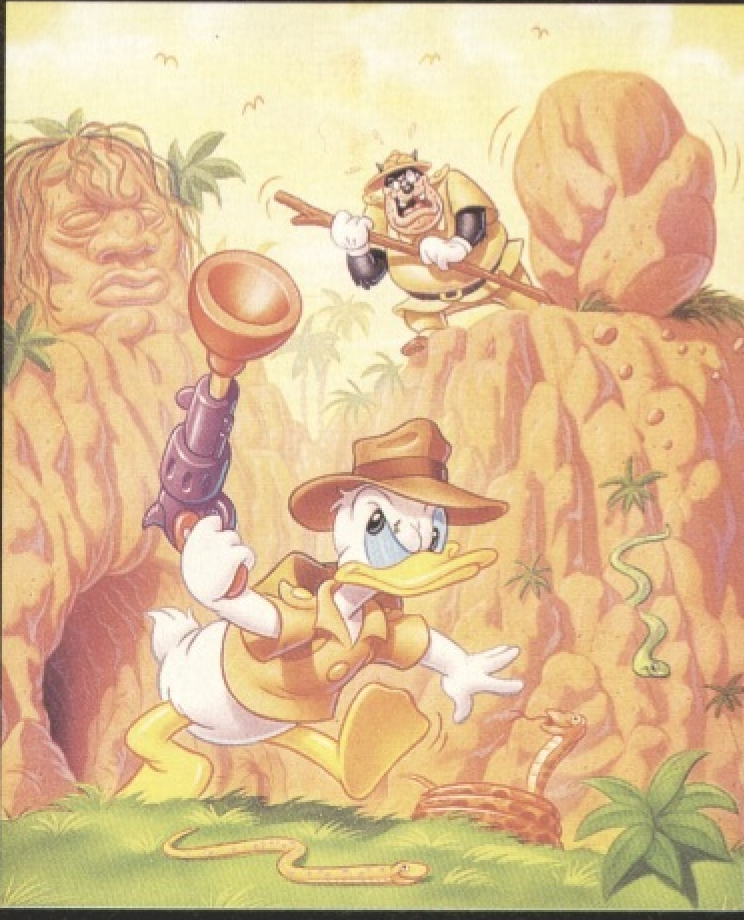
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222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 5806460

QUACKSHOT

As promised last issue, here are the tips required to successfully annihilate the end-of-level bosses in Donald Duck: Quackshot. I've left out the details on defeating the last boss - I don't want to ruin the entire game for you. Thanks go to Russell Warren of Cheltenham.



DRACULA

Dracula is pretty easy. Use pop-corn on this spectral guardian, but remember that using the plunger yields the best results. He can only be hit when he opens his cloak.

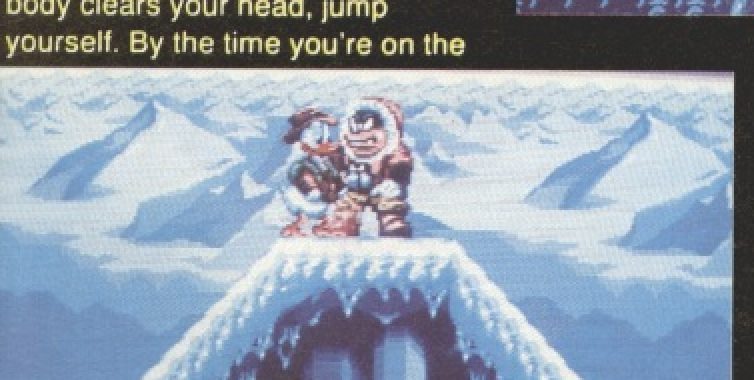
THE TIGER

The only way to teach this tiger a lesson is to remain roughly in the middle, moving if necessary and using bubble gum on the feline marauder. As bubble gum doesn't move that quickly, the best thing to do is to fire it towards the tiger's landing place when he leaps. Remember that the tiger sits down before breathing fire.



THE VIKING GHOST

Before he throws his axe, jump and plunger him in the head. He falls to pieces after this, making him easier to defeat as he leaps over you. As the last part of his body clears your head, jump yourself. By the time you're on the way down to land, plunger him again. Repeat until he's gone the way of the dodo.





BIG BAD PETE

Dispose of his two minions with bubble gum or popcorn. Then, Pete gets out his machinery (!!!), so retreat into one of the cave-type things one of his minions sprung from. He can't get you here, so when he is above you, run right to the other side. He follows. Just before he reaches you, slide across back to the cave. This gives you time to plunger him, jump to the top level, get him again and run around in circles, eluding the evil one. If you're in trouble, go back to safety and repeat the process.

STARFLIGHT

Adam Frampton and Kingsley Walesby from Kingston in Surrey sent in a veritable bonanza of groovy tips for this topping space exploration game.

First of all, for a sound test, hold down **A** and **B** when you're standing outside the various doors in the spaceport.

LOG THOSE PLANETS

Logging planets is a good way to make plenty of cash. Here's a list of planets that earn you plenty o' dough should you choose to log them.

System 118,146 - planet four,
System 175,94 - planet one,
System 145,107 - planet four,
System 215,86 - planet three,
System 217,88 - planets two and four,
System 129,33 - planet two,
System 125,100 - planet three.



FINISHING THE GAME

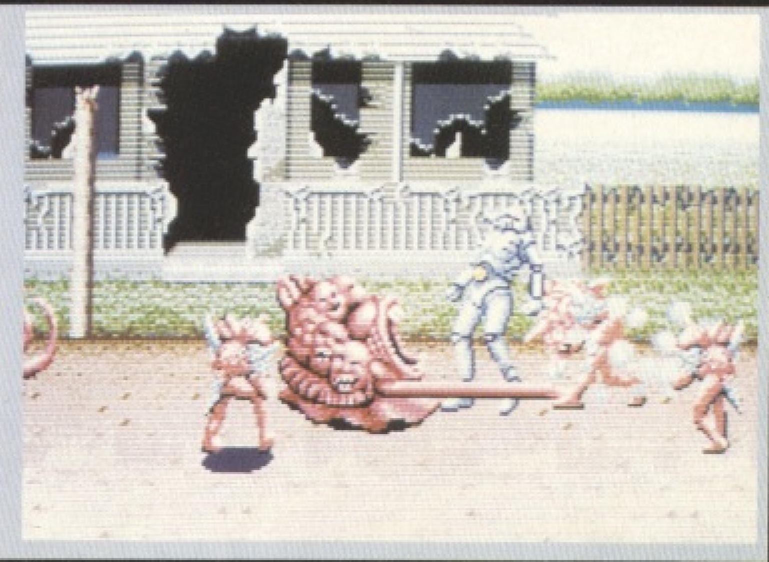
Follow this plan to completely finish the game. First of all, you'll need the Crystal Orb (132,165 - planet one, 46N x 12E), the Crystal Cone (20,198 - planet one, 29S x 55W) and a Crystal Egg (234,20 - planet two, 35S x 99E).

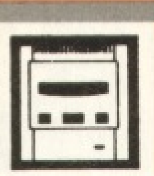
Now go to the Crystal Planet, located at 192,152. Locate the planet's nexus with the Crystal Cone (if you've forgotten it, try 47E x 48N). Now just drop off the Black Egg and take off. That's it!

ALIEN STORM

Neil Baker from Hampshire sent in a fascinating letter about his Megadrive Alien Storm-related japery. He reckons that for the final level, you should just choose the far-left passages every time. Now you should only have to clear three passages to face the Alien Brain at the end.

Also, I've had a worryingly large amount of mail detailing how to become invincible. Apparently, you should choose Scooter and as you're about to die with your last life, self-destruct. Invulnerability should now be yours.







Castlevania IV ranks as one of the best Super NES platform games going, with gorgeous graphics, tough gameplay and super sound. Discovering that he'd actually run out of work to do, Gary Harrod decided to devise this awesome Castlevania Player's Guide. Enjoy!



▲ *Making good use of both the whip and the special weapon is the key to success here.*

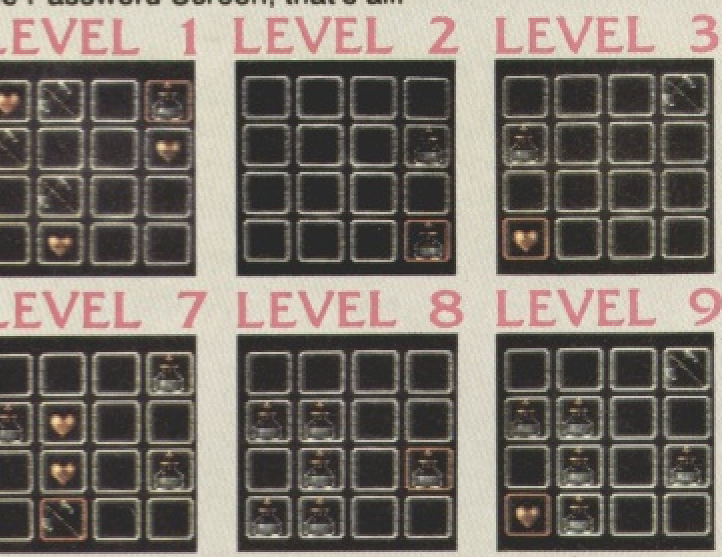


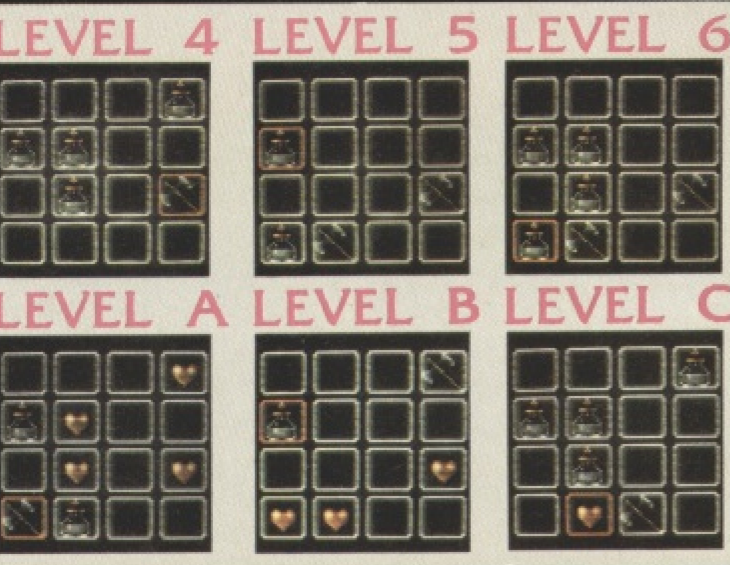
▲ *Watch out for Dracula's awesome lightning bolts - and fire boomerangs at his head.*



CURIOUS CODES

Check out these amazing Castlevania passcodes! These are the best possible passwords for each level. Using these, you should have no problem getting to the final boss, Dracula! Just don't enter any name on the Password Screen, that's all!



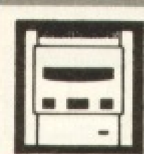


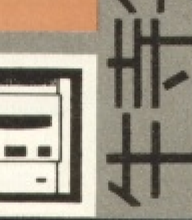
LEVEL 6

LEVEL C



▲ *Use all six blocks and stay out of reach of this spectral demon. Use both your whip and special weapon.*







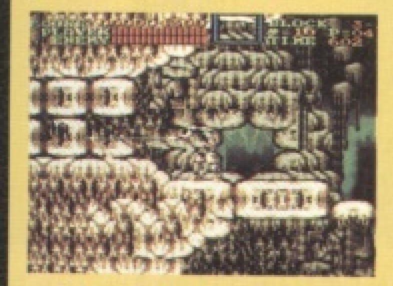


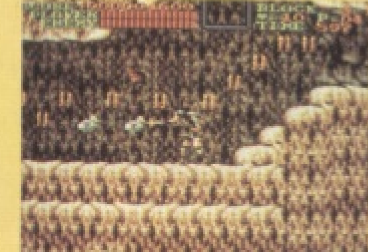


▲ *The best tactic here is to remain at this position. Keep your wits about you when he hits the ground!*

SECRET ROOM SHENANIGANS

There are plenty of hidden rooms in Castlevania IV, each boasting a veritable explosion of useful power-ups and hearts. Examine these screenshots.





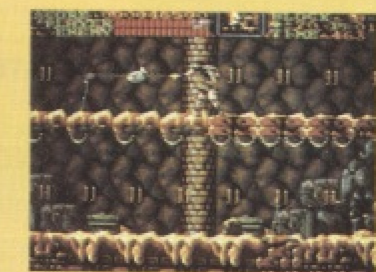
'1. During level 3-1, look out for these blocks. Whip them with all your might and a secret passage should be unveiled!



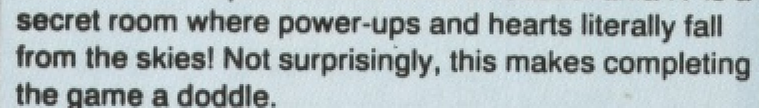


2. The second secret room is in level 6-2. Use the whip on the block beneath your feet to reveal a secret staircase!





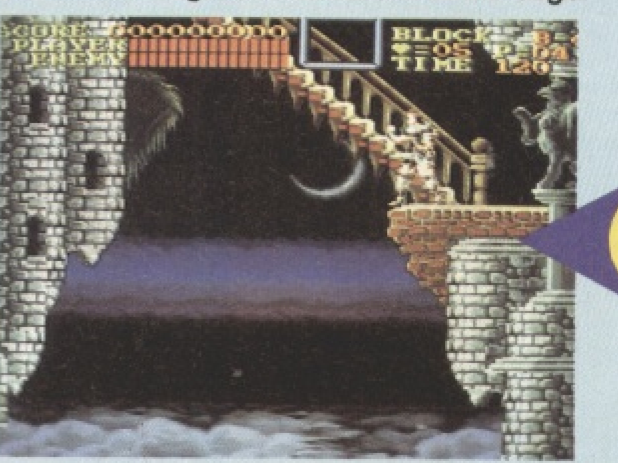
3. Level 9-2 contains the last secret room. As you step on the block at the top-right, next to the coffin, you're instantly warped!



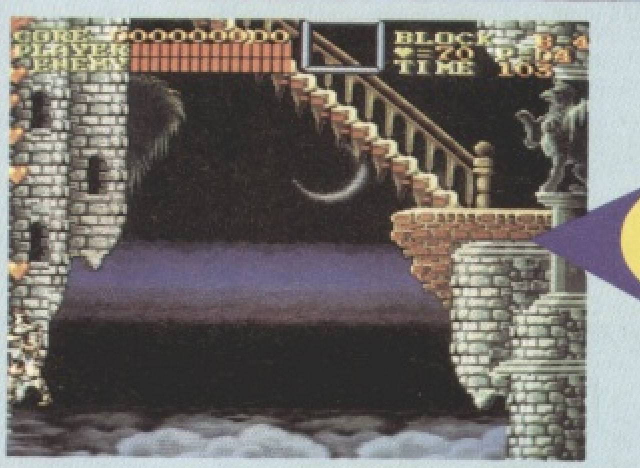
POWER-UP TOMFOOLERY

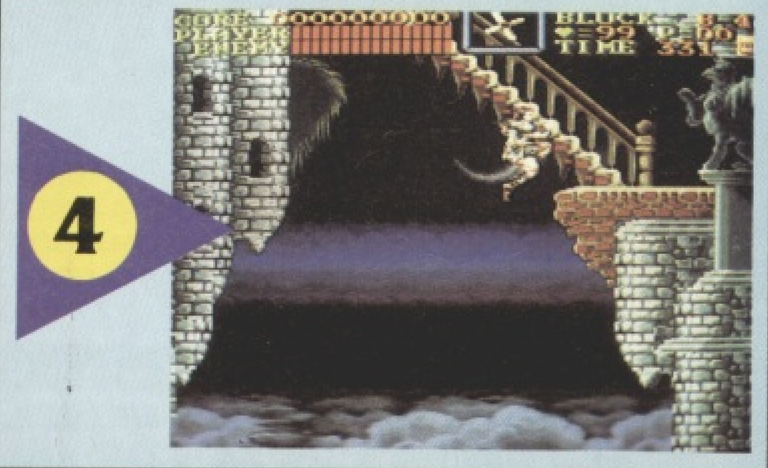
Located on the penultimate level of Castlevania IV is a secret room where power-ups and hearts literally fall from the skies! Not surprisingly, this makes completing the game a doddle.

1. Walk to the very edge of this ledge and jump straight out into the unknown!
2. You'll land here. Now just walk left, down an invisible staircase.
3. Power-ups aplenty fall from the skies! Collect 99 hearts, a triple boomerang and the best whip.
4. Retrace your steps to this point and jump back to the visible ledge, but be careful of the edge.













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SEGA TIPS



SEGA POPULOUS



Paul Lim from Stirchley in Birmingham is a cunning chap when it comes to playing Populous on the Master System. He's sent in these codes!

LEVEL 5007: ALPINPIL
LEVEL 5012: SHADIKEOUT
LEVEL 5021: FUTINBAR
LEVEL 5026: JOSIKELUG
LEVEL 5031: KILLOPORD
LEVEL 5034: MORGBHILL
LEVEL 5037: RINGYING



SONIC THE HEDGEHOG



"Dear Tips," writes Chris Hare from South Clifton, "On Sonic the Hedgehog on the Master System there are several lives hidden. Once level one, act three, there is a life down the second hole, and a spring to get you back up. Also, on level two, act three, go left at the beginning to find an extra life. Finally, there is a life on level three, act three. Just go in the water to find the extra life."

So, there you have it. Chris also sent details of how to get the Chaos Emerald on level three, act one. First of all, go past the Emerald and when you get to the next waterfall, keep going down. There will be a platform to the left. Jump on it and there will be a log ready. Now you can just roll all of the way towards the Emerald.



GAME GEAR

SPACE HARRIER

Matthew Webster from Saint Leonards-on-Sea sent in the codes for this Game Gear version of the classic Sega coin-op.

LEVEL TWO: EAGF
LEVEL THREE: CHFA
LEVEL FIVE: DGBC
LEVEL SIX: HBGA
LEVEL SEVEN: FBHE
LEVEL NINE: BFCH
LEVEL TEN: HGDA
LEVEL ELEVEN: AGEC

PUTT 'N' PUTTER GOLF

Darren Cuishaw from Liverpool sent in these very interesting codes for this Game Gear golf game. First of all, to dodge all of the easy Beginner levels, use the code **PUTTSP**. Now use these amazing symbols to carry on.

STAGE FOUR: OBNAR
STAGE SEVEN: SBQAP
STAGE TEN: JLJKK
STAGE THIRTEEN: JLMKH
STAGE SIXTEEN: BLPKI

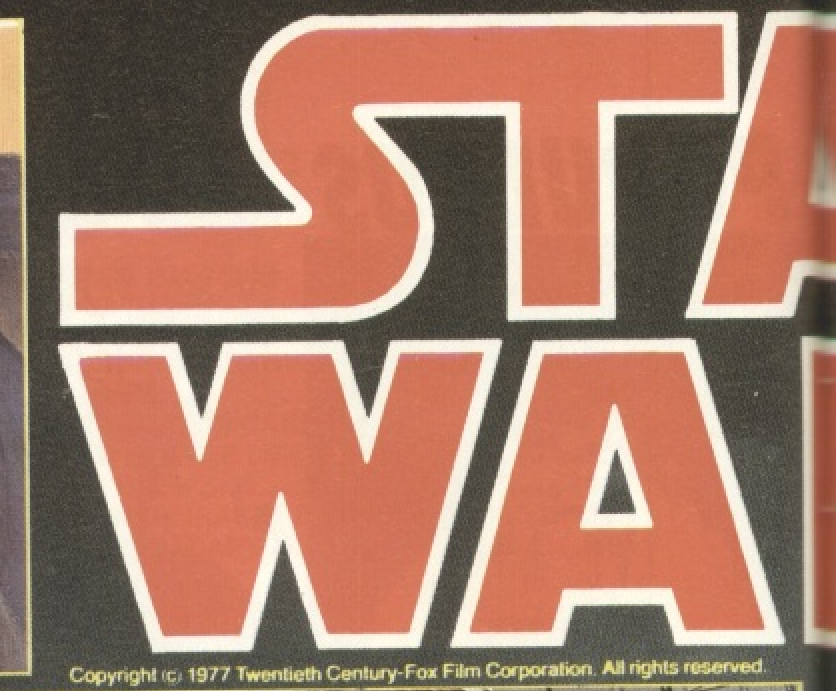
NINJA GAIDEN

Cor! It's a veritable Game Gear code fest this issue as Andrew Muir has sent in all the codes for this slash 'em up extravaganza of awesome proportions.

LEVEL TWO: NINJA
LEVEL THREE: GIDEN
LEVEL FOUR: DRGON
LEVEL FIVE: SWORD





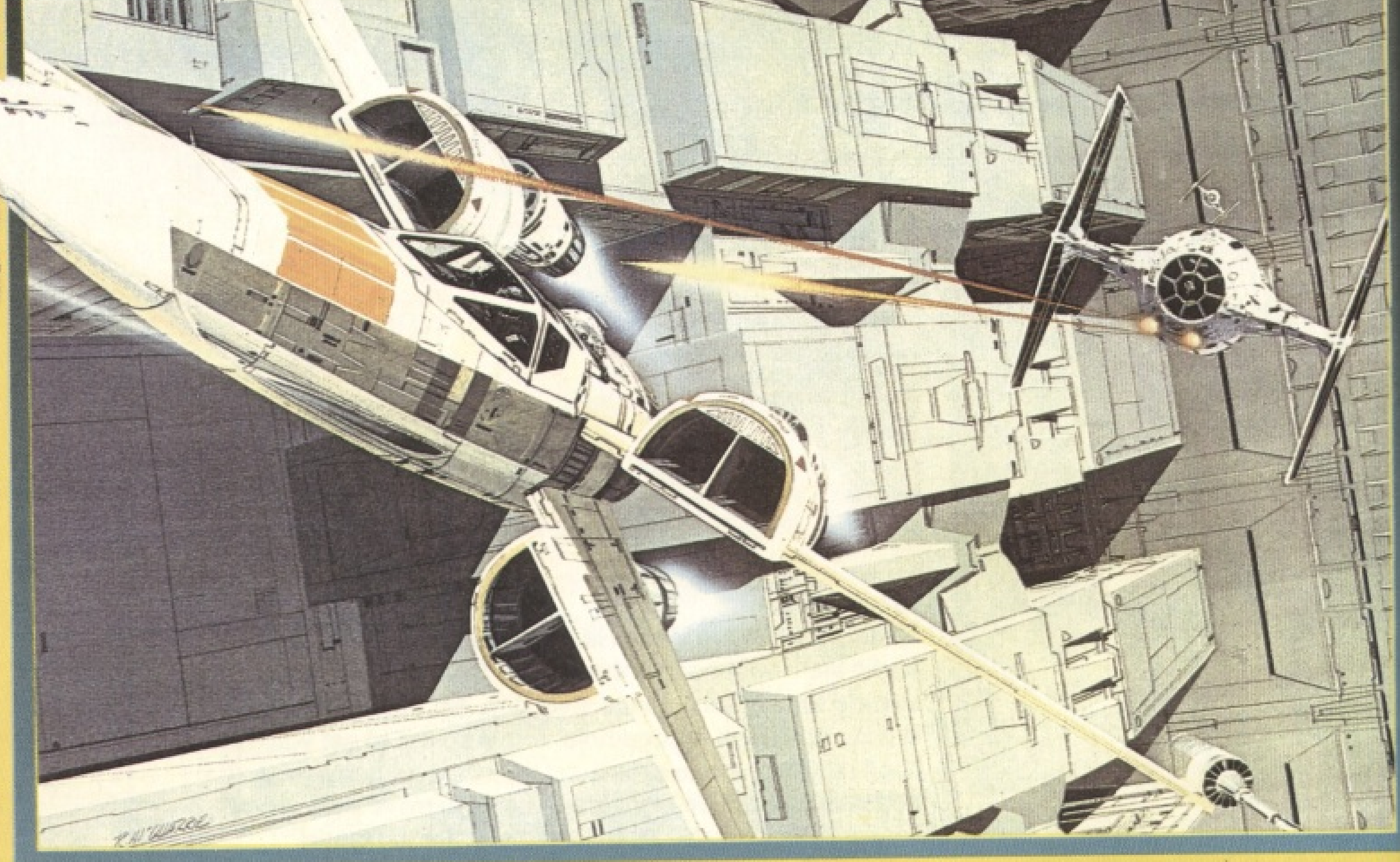


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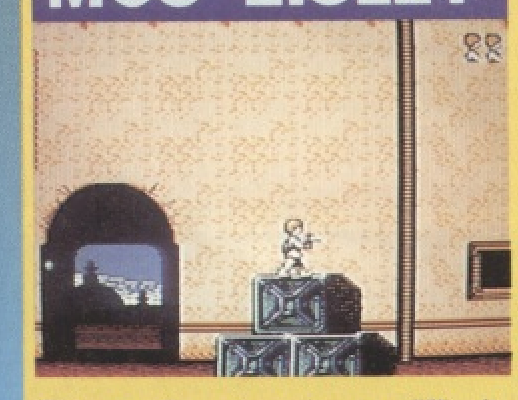
Scooping up 95% and the cover of the January issue of MEAN MACHINES, Star Wars is undoubtedly the greatest Nintendo title since Super Mario Bros III! As anyone who has ever played this game will tell you, it's a bit on the tough side. That being the case, scrutinise the following tips special very carefully...

TATOOINE

On the landspeeder level of Star Wars, there are only three destinations that are worth visiting On the top left of the map, you'll find the Jawa Sandcrawler, where R2-D2 is held prisoner. One of the caves to the top right of the map has Ben Kenobi inside ready and waiting. After you've visited him (be sure to have R2 with you or you can't recruit him at all) travel towards the bottom right to enter Mos Eisley. Only bother entering other caves if you're hopeless at the Asteroid Field stage and need more shields.

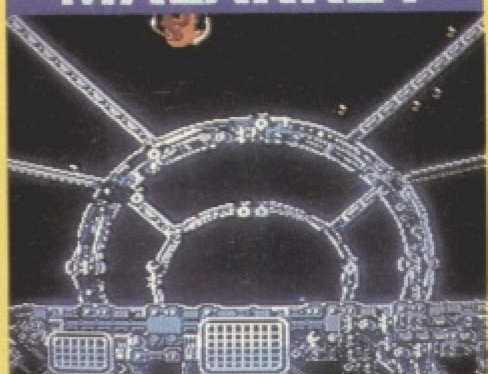


MOS EISLEY



This scrolling stage is very difficult. Remember to pick up Han Solo at the beginning of the level. For the most part, use Luke Skywalker to progress. His Light Sabre is good for defending against laser bolts, and one good cleave annihilates every enemy sprite instantly! When you get to the point where a pipe blocks your jumping, use Han to blow away the deadly bounty hunter at the end.

MILLENNIUM MALARKEY



The Asteroid Field is very dangerous. Never stay still or move in one direction for too long or the lethal rocks are sure to claim you as their victim. You should begin to notice that the asteroids come at you in "waves" which all have a safe position to fly through. Keep looking for this safe point or it's good night Vienna.

THE TRACTOR BEAM

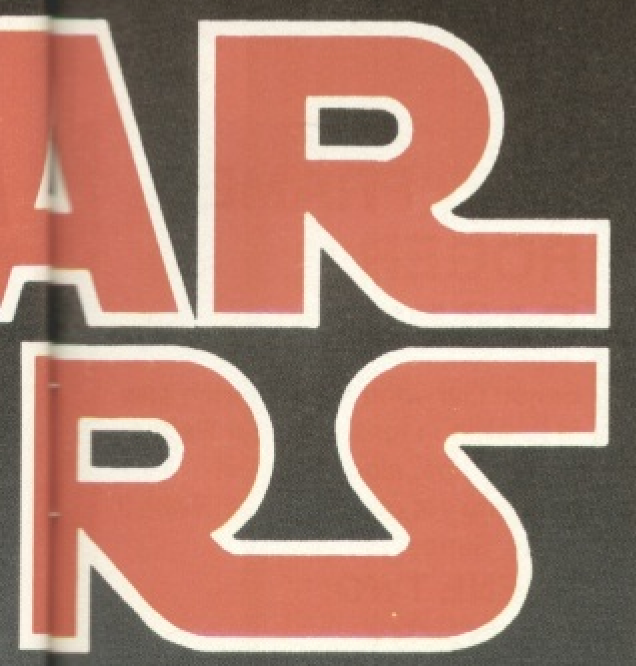


The aim of the first section of the Death Star is to take out the Tractor Beam. By hooking R2 to the computer network, you should have no trouble finding the right room. Switch to Han and climb the ladders, shooting at the beam generator. With Solo's powerful weapon, it shouldn't be too long before the Tractor Beam is history.

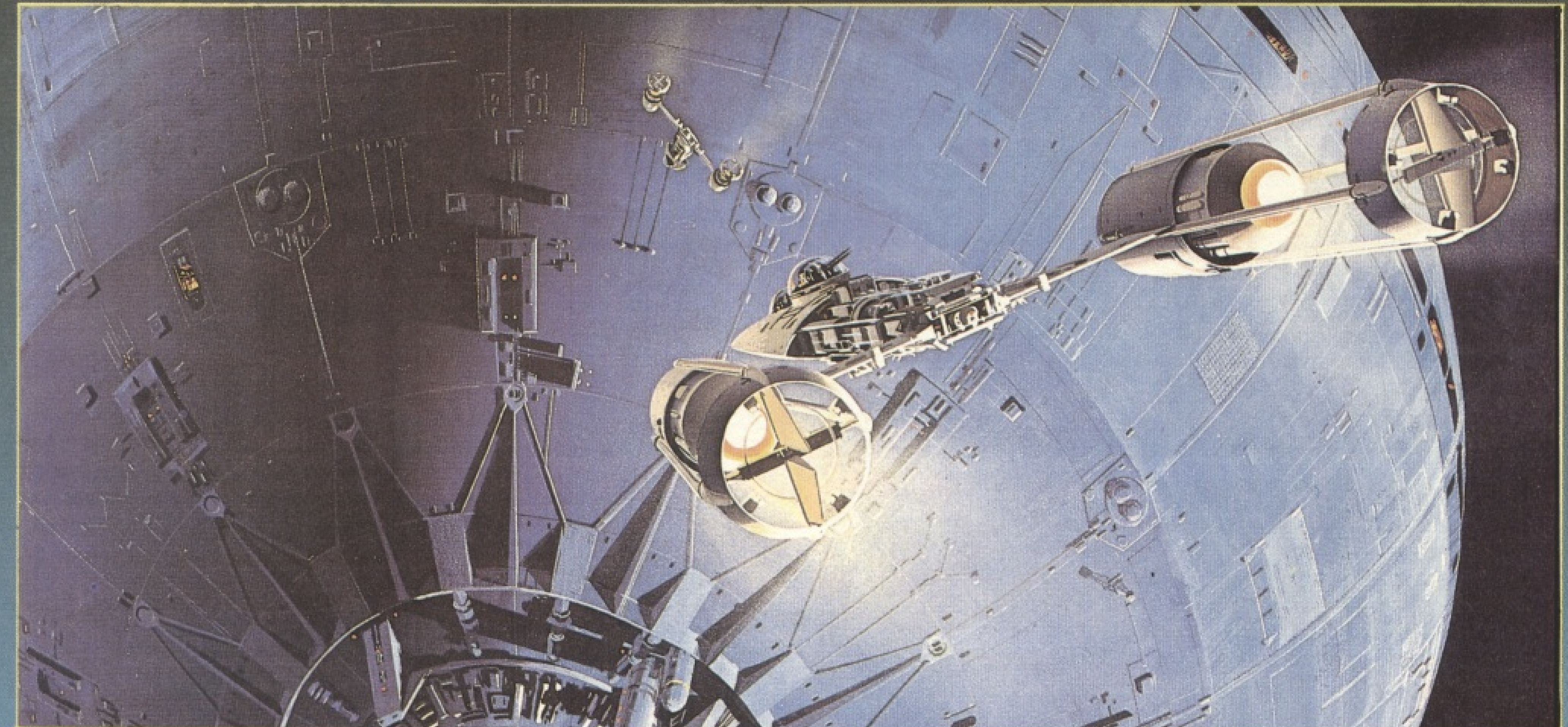
THE RESCUE



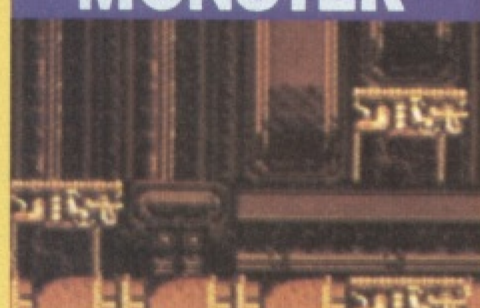
This arduous task is the next on your agenda. Both Leia and the exit to the next part of the Death Star are right next to each other in terms of geography, but the wall between them means that two completely separate routes are required. Both targets are found on. the bottom right of the map. Use this map to plan your route carefully. You can try to just blunder your way through by trial and error but the chances are, you'll find the exit first and once you've gone through it, you can't return.







THE TRASH MONSTER

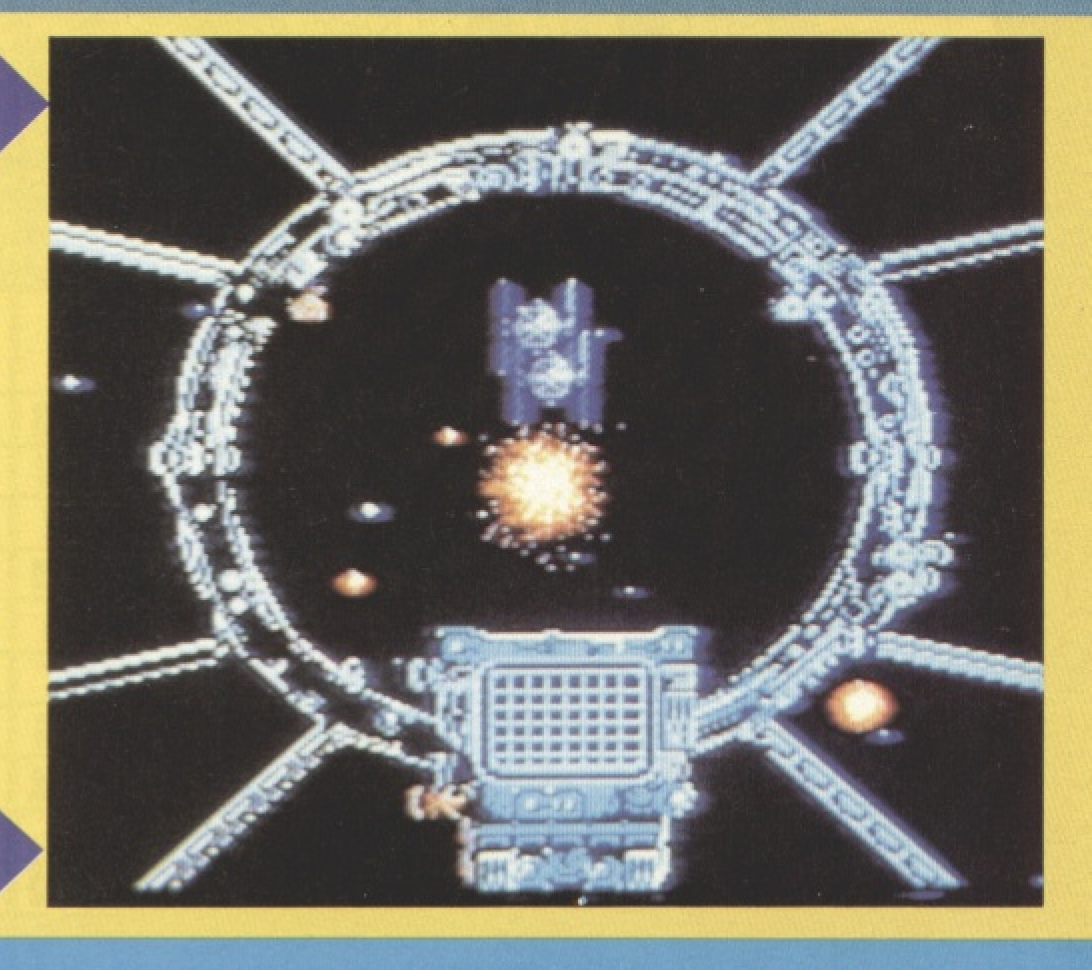


After negotiating the trickiest platform puzzles in the game, you end up in the Trash Compactor. The trash monster is feeling rather hungry and his tentacled form ends up attacking you viciously. The best tactic here is to climb as high as possible on the platform environment, change to Han and shoot the monster in the face. Only one good hit is required in order to save the day.

DOGFIGHT JAPERY

After escaping from the Death Star, the Millennium Falcon is attacked by legions of TIE Fighters. The top priority here is to stop yourself from being fried by the laser bolts screaming towards your hull. Use the same Asteroid Field tactics to get you through, although you can be a bit more violent with your movements. There should also be some convenient split-seconds where you can get a few shots in as well. Practice your marksmanship and be sure to make those shots count.

The excitement reaches fever-pitch as Han and Luke take on the TIEs



SHADOW WARRIOR

Dale Oxborough from the thrilling metropolis that is Grimsby sent in these tips for Shadow Warrior, aka Ninja Gaiden! They should help you with dealing with the end-of-level bosses but if for some reason they don't, well, there's not much we can do about it, is there?

The best weapon to have here is the Windmill Star. Walk up to the boss and when he swings his sword, duck down and slice his legs.

LEVEL TWO: BOMBERHEAD

Keep hold of your Windmill Star for this level - you're going to need. Walk up to him and wait for him to spin his mace (and his chin) then bend down and chop his legs.

LEVEL THREE: BASAQUER

The best weapons to have handy here are the Windmill Star and the Throwing Star. Wait until he lands on the floor (keep to the left of the screen) then slice his legs away. Save your throwing stars for the little balls he fires at you.



LEVEL FOUR: KELBEROSS

Once more, the Windmill Star is the best weapon to have. Always kill the meanie that jumps to the left post. Sometimes, if you kill the wrong one, two more enemies spring up, so be careful.

LEVEL FIVE: MALTH

Keeping your Throwing Stars and Windmill Stars handy for the boss is the best advice here. Get as close as you can to him and use all of your stars on him. Follow this up by chopping his legs away.

LEVEL SIX: YOUR DAD (!)

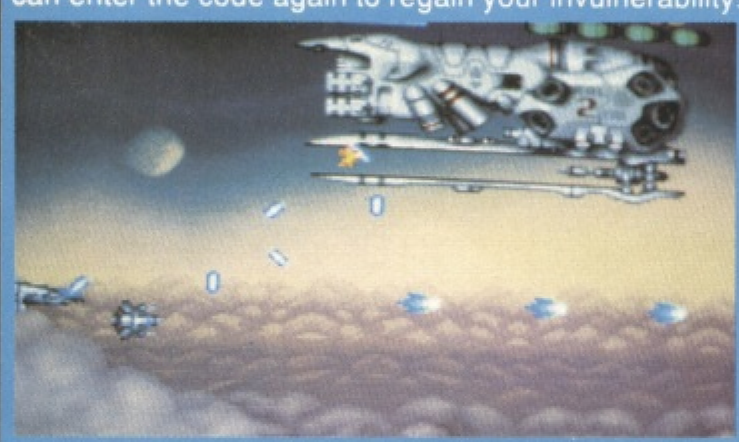
Filial love reaches an all-time low here as your Dad, transformed into the devil, seeks to dust your primate-related posterior. Your best bet is to get hold of the Fire Wheel. Now, on the wall there is a face with a massive red nose. Stand near it and just keep firing at it. Sounds easy, eh? Well, it's not because your dad throws fireballs at you! So keep your best dodging trousers well-ironed and ready for action.

SUPER NES

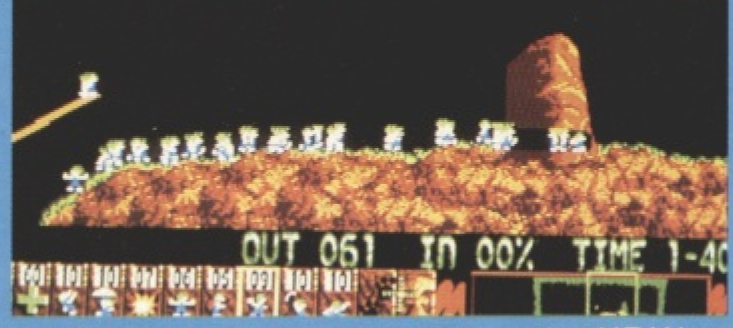
SUPER EDF

This shoot 'em up may be a tad cacky and incredibly easy to complete but if for some strange reason you want to cheat on it, read on.

At any time during the game, pause the game and press these buttons: **A, B, X, Y, L, R, UP, DOWN, LEFT** and **RIGHT**. Now, when you restart you should be completely invulnerable. However, the cheat stops working after you've completed a level. Happily, you can enter the code again to regain your invulnerability.



LEMMINGS



The game may have only just come out, but MEAN MACHINES has already got hold of a massive amount of codes! Amazing, or what?

	FUN	TRICKY	TAXING	MAYHEM
1	HCNUPDR	KORIHCI	URIHOAN	IHSOWUY
2	AOBYEKU	IHCAHOG	AKIKNEG	PNATTEP
3	TERUKAY	UKORADE	NAHCNAG	ANIIARA
4	HADONUR	MUKASSI	ONAKASO	TTATAAG
5	USIAZNO	AYSUUYN	OISNEDN	IJUKARA
6	SINEMAT	URIAGNU	ASURUSN	KATUOSI
7	URERUZU	KOABENA	NISUKAY	NIHSETI
8	KAHUKAK	HINEUON	INIAKES	USAGAKA
9	IEKOZIO	EUKUTAD	NUFOGET	NOHOYIA
10	SOUKANO	UUYSSIE	IURAARA	TUMENES

GAMEBOY

WHO FRAMED ROGER RABBIT?

Simon Garwood from Ipswich saw fit to send in tons of Roger Rabbit hints 'n' tips, along with the following set of passwords. Take it away, Simes!

SCENE TWO: DLT3QYBY
SCENE THREE: GPLDMSRC
SCENE FOUR: MMCFGWXJ
SCENE FIVE: BGQTVKJP
SCENE SIX: RTJBWN43

Once you've arrived at Doom's mansion, things start to get a bit hairy, so it's a good thing Simon included these tips.

Ignore Eddie Valiant as he is spinning his chin - he doesn't leave a trail at all! Put on the speedy shoes and enter the room ahead. Quickly go left as there is a robot dog to avoid. Once past him, there is a room full of dip puddles. Take the door on the right and then the one on the left.

In the room with two flights of stairs, take the ones to the right, go through this new room and knock out the two weasels. Go down the stairs, knock out three more weasels and go down the stairs in the bottom right-hand corner to meet Doom! He runs off, so follow him to the next room, being careful to keep to the sides (and thus avoid a massive trapdoor!).

SPACE HARRIER

Matthew Webster from Saint Leonards-on-Sea sent in the codes for this Game Gear version of the classic Sega coin-op.

LEVEL TWO: EAGF
LEVEL THREE: CHFA
LEVEL FIVE: DGBC
LEVEL SIX: HBGA
LEVEL SEVEN: FBHE
LEVEL NINE: BFCH
LEVEL TEN: HGDA
LEVEL ELEVEN: AGEC

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FAMICOM TIPS



THE LE
ZELD
A LINK T

Available as an import Super Famicom title, Legend of Zelda III: A Link to the Past is THE best 16-bit adventure game money can buy! Unfortunately, a lot of the game has Japanese text, making some parts of the game very difficult. MEAN MACHINES comes to the rescue!



Q+A

At the MEAN MACHINES offices, we've had plenty of perplexed Zelda players phoning up begging for advice. We don't give out tips over the phone, so here are the answers to the most common queries.

How do I get the sword in the forest?
You MUST collect all three amulets before making your way to the forest. Only then can you collect the sword.





How do I enter the southwest desert complex?
You need to get the green book from the library (get the magic boots and charge at the bookcase!) and use it in front of the main stone.

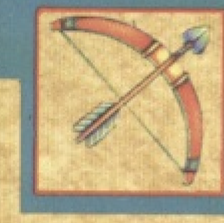
Where are the magic boots?
The east desert sage you visit first gives them to you after you've collected the first amulet. Just go back to him and the goods are yours.



How do you get the amulet in the mountains?
Once you have the gauntlet you should have no trouble getting to the mountainside. Find the portal that warps you to the evil dimension and move near to the two creatures to the left. Stand on one of the two clearings and use the mirror.

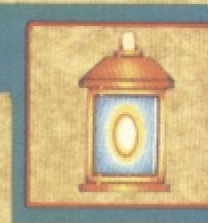


ITEMS TO COLLECT

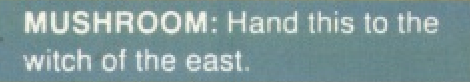



BOW: Used with arrows, this is a useful weapon.

BOOMERANG: Damages and freezes many weak foes.

LAMP: Lights up dark rooms and starts fires.



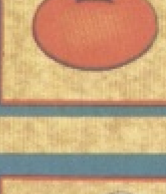
MUSHROOM: Hand this to the witch of the east.



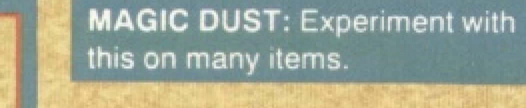

BOMB: Cracks in dungeon walls reveal secret rooms.



BOTTLE: Holds medicine, fairies and bees.

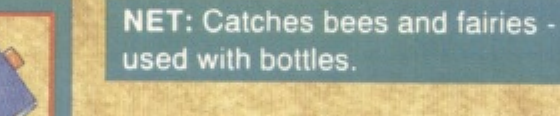
MAGIC DUST: Experiment with this on many items.



MIRROR: Warps you over to the evil dimension.




NET: Catches bees and fairies - used with bottles.



HAMMER: Flattens spikes, stumps and evil sprites!

GEND OF

DA III

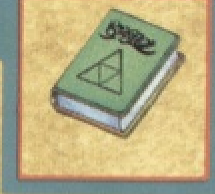
O THE PAST





GREEN BOOK: Translates the ancient symbols.

HOOK SHOT: Enables you to reach difficult spots.





SHOVEL: This is used to find the hidden flute.

OCARINA: Play this at the bird in the village.





FIRE WAND: Experiment! It has many different uses!

ICE WAND: Very useful - produces many effects.





BLUE STAFF: Endows you with a force field.

RED STAFF: Lets you create explosive blocks!



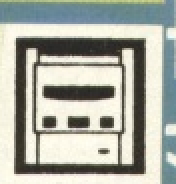


MEDALLIONS: Give you the most powerful magic there is!

CAPE: This endows you with invisibility!







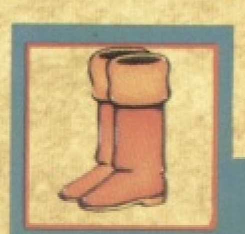
POWER-UP OBJECTS



SWORD: There are four swords to look for in the game.

SHIELD: The third shield you find repels lasers and fire!





ARMOUR: Get the red armour - it cuts your damage in half!

BOOTS: Essential when it comes to running and charging.





GAUNTLETS: These enable you to lift heavy rocks.

FINS: These let you swim in any river!

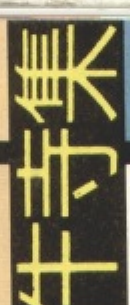


In the castle, how do you defeat the boss that kidnaps Princess Zelda?

Not even your powerful sword is good enough to send him packing. What you need to do is swipe at the sphere-like shots he fires at you to reflect them back at him. Watch out for when he moves to the top-middle of the room, or he'll fry you with lightning!







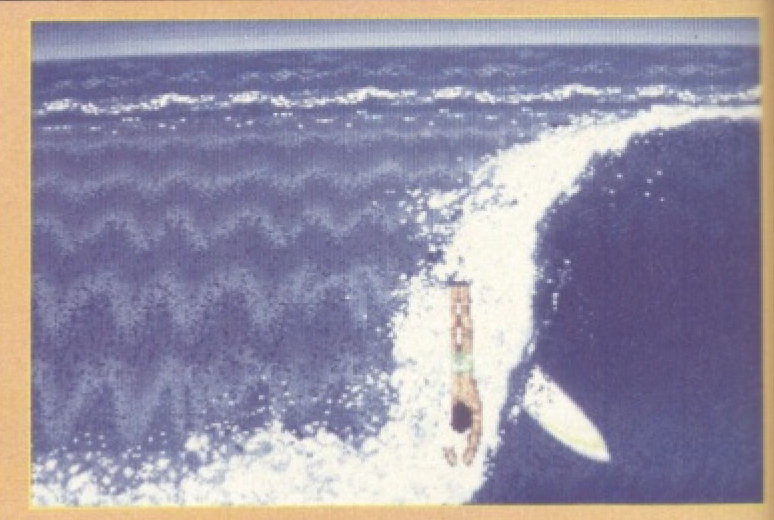

MEGADRIVE REVIEW



Can you perform a twist-plant aerial kick tail? We seriously doubt it, because we just made that up. Still, you too can confuse your friends by spouting any old rubbish and passing it off as "Californian" with the help of California Games by Epyx.

This game puts you in control of a team of five hip beach-types competing to be the five hippest beach-types on all the beach! This is done by coming out tops in five unmistakably West Coast events, namely skateboarding, surfing, footbagging, skating and BMX. What's more, if your pals reckon they're much iller and skiller than you, why not simply challenge up to eight of them at once in a mega-contest?

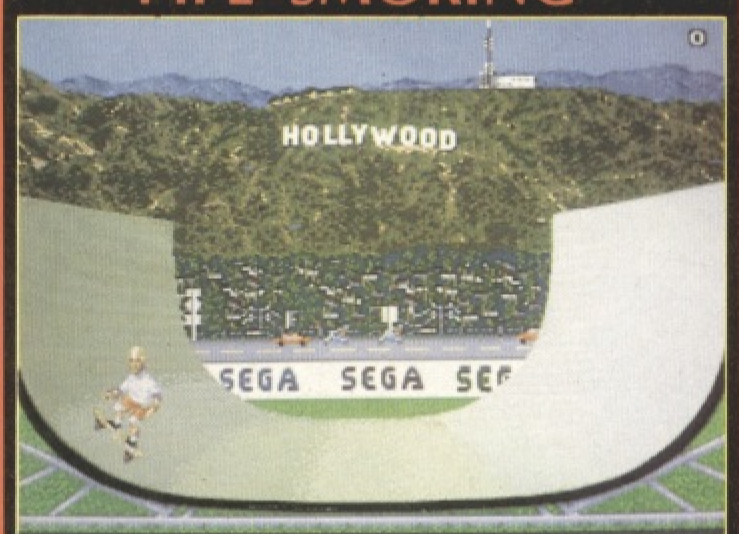






★★★★

PIPE SMOKING



The first event you come to is the half-pipe. Here, points are scored depending upon the number and complexity of stunts you pull off. For minor points and low risk factor, kick turns and track changes are best. Real thrashers who go for lotsa points (and certain death) will be looking for their dose of hand plant inverts and aerial turns.



★★★★

GIVE US A WHEELIE

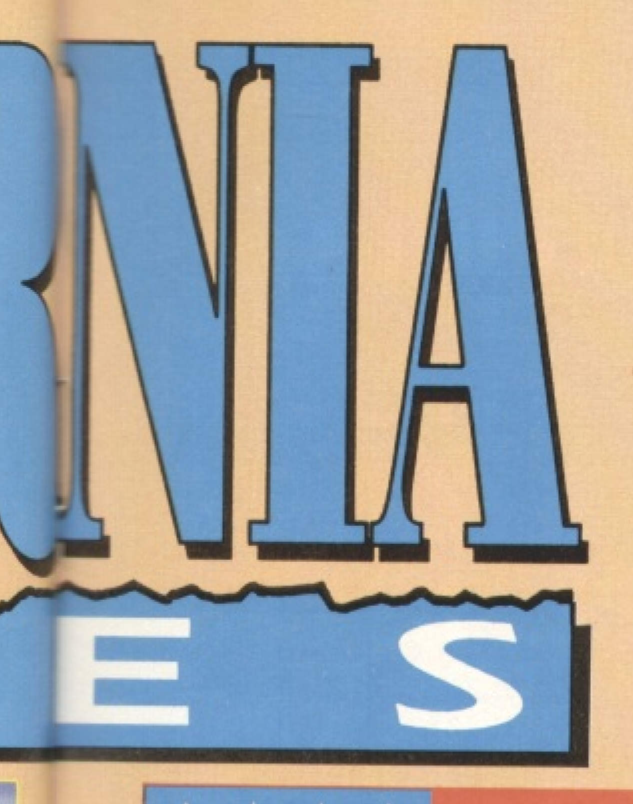
Despite the fact that no one else in the rest of the world would be seen dead anywhere near a BMX, it must still be really popular in California or BMX would never have become the final event of California Games. In this event, your pixellated pal is capable of some pretty neat tricks, such as spinning his bike around in mid air or performing the equivalent of a bike-bound somersault. Needless to say, moves like these certainly boost the pointometer, although that doesn't mean a bean if you don't complete the course.



★★★★



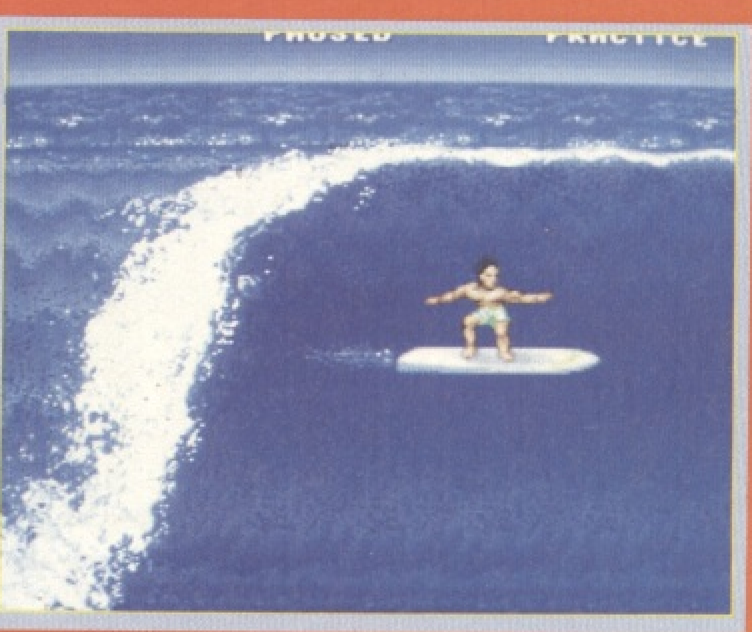






MONTOYA BOARD ACTION

The most famous Californian sport of all, surfing, is event number three. Before you set foot in the water you have to choose a board. "Light" makes stunts easier but yields fewer points, "regular" is a standard board, but real hards opt for "turbo". This gives you a real turn of speed and allows some hugely tricky stunts to be performed. Unfortunately, it also increases your chances of wiping out.





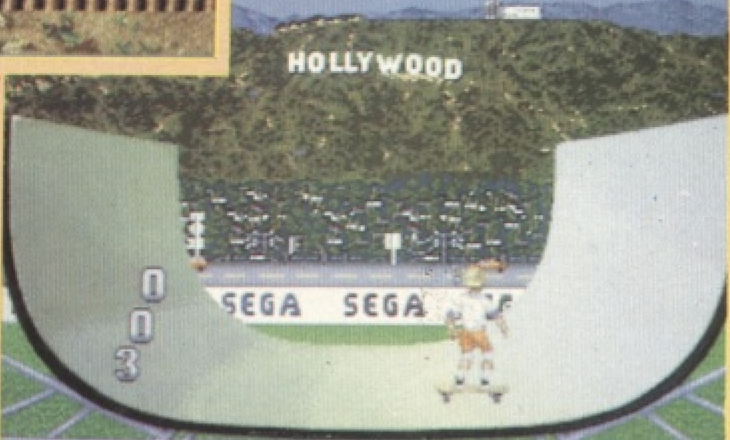


▲ *In the midst of an awesome leap!*



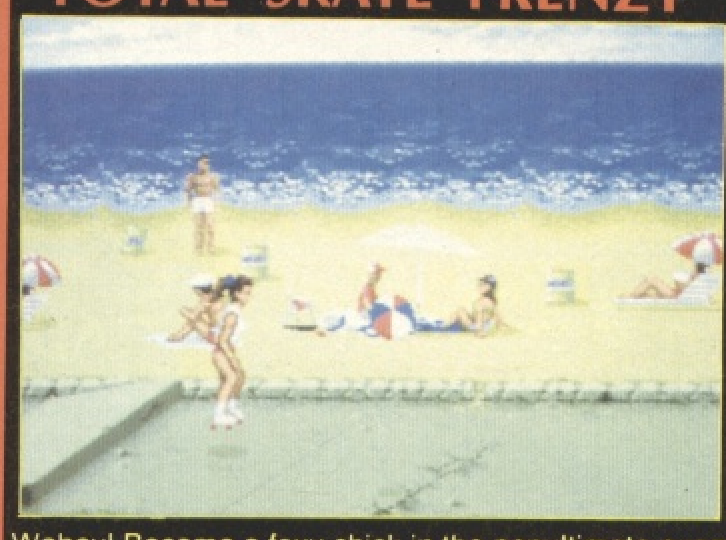


▲ *Meet one cool dude.*





TOTAL SKATE FRENZY

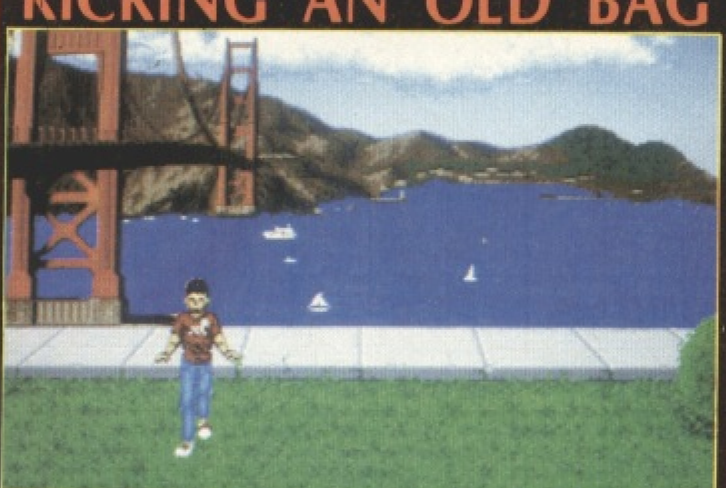


Wahey! Become a foxy chick in the penultimate event - roller skating. You have less than two minutes to skate to the end of a beach boardwalk littered with hazards in the forms of banana skins, pavement cracks, flying beach balls and even people skating in the opposite direction. Use your skating prowess and jumping abilities to make it to the finish.





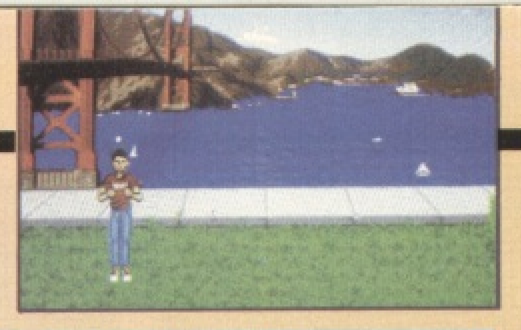
KICKING AN OLD BAG

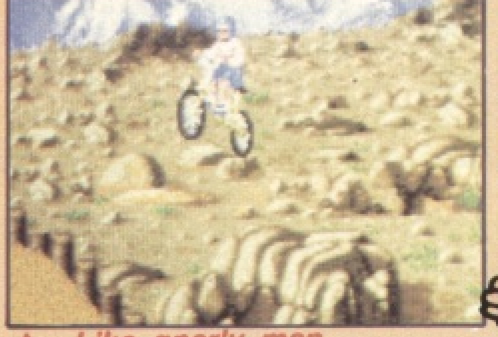


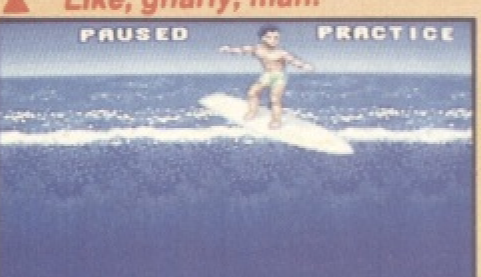
The most sedate event is easily the footbag. What could be simpler than bouncing a small bean bag off various parts of your body? Quite a lot, as it happens. Once again, the more complex the move, the greater the rewards. So just bouncing it off your foot forever does no good. Instead, try reverse dodas, Dizzy Deans and the fabbo full axle, achieved by kicking the ball twice whilst spinning around!





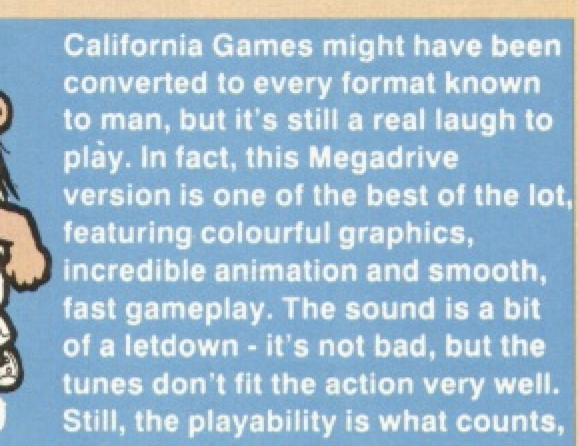



Like, gnarly, man.





COMMENT



RAD

California Games might have been converted to every format known to man, but it's still a real laugh to play. In fact, this Megadrive version is one of the best of the lot, featuring colourful graphics, incredible animation and smooth, fast gameplay. The sound is a bit of a letdown - it's not bad, but the tunes don't fit the action very well. Still, the playability is what counts, and California Games has lots of this. Each event takes some time to master, which is just as well because unless you've got some pals to hand, you have to challenge yourself. It would be better if there were a competitive one-player game, but even without it, California Games is good enough to warrant purchase.

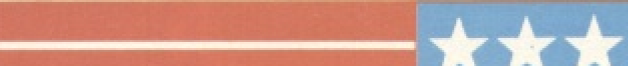
COMMENT



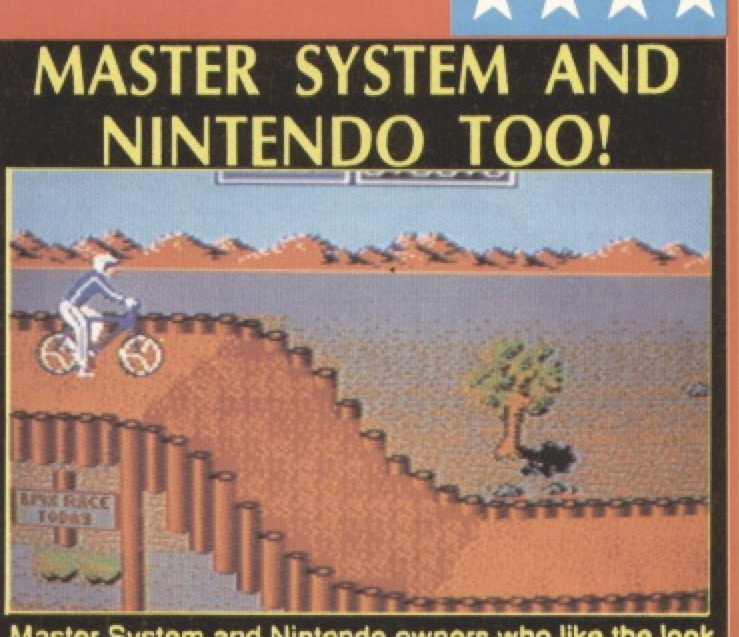
JULIAN

California Games must rank as one of the greatest multi-event sports simulations ever written - and this Megadrive is the best version yet seen! It's a graphical tour-de-force, with superbly animated sprites and splendid backdrops, and it plays like a dream. Each event is a brilliant mini-game in its own right, with beautifully weighted playability that's easy enough to get into but is challenging enough to allow experts to learn and perform tricks that let them attain seemingly impossible scores (can anyone top my 427,000 record on the footbag?). The only disappointing aspect is that the Frisbee event that appeared in other versions is missing - but since it was by far the weakest event, it's not a major issue. Obviously, California Games is best appreciated with multiple players, but even as a single-player game I think it's enjoyable, addictive and challenging enough to make it a priority purchase.



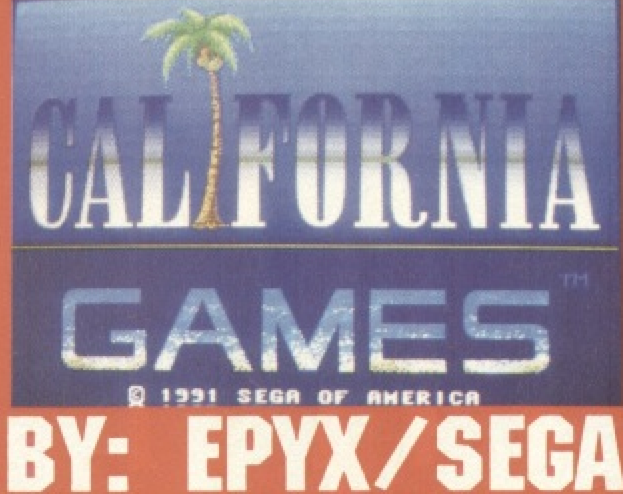

Getting ready for a massive jump!

MASTER SYSTEM AND NINTENDO TOO!



Master System and Nintendo owners who like the look of California Games should check out the excellent versions of the game available for their machines. The Master System version was reviewed in issue 6 and scored a massive 93% and on the Nintendo the game scored an impressive 91% when we reviewed it in Issue 15.





BY: EPYX/SEGA

PRICE: £34.99

RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT







PRESENTATION 92%

Loadsa options to choose from and flawless in-game presentation.

GRAPHICS 91%

Colourful sprites with top-notch animation over expansive, super smooth scrolling animated backgrounds.

SOUND 86%

The effects are pretty good and so are the tunes - the problem is that they don't suit the action very well.

PLAYABILITY 93%

Fast and furious gameplay which is easy to get into but takes quite some time to fully master.

LASTABILITY 90%

In multi-player mode, this is one your mates will be asking you to get out time and time again

OVERALL 91%

California Games is a hugely entertaining, fun-packed multi-event sports game which should be checked out.



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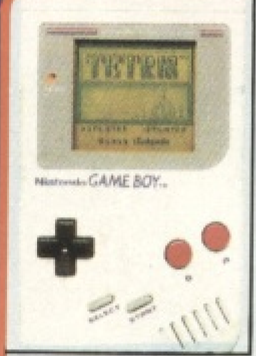
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Things hot up during level one...

COUNTDOWN TO DOOMSDAY

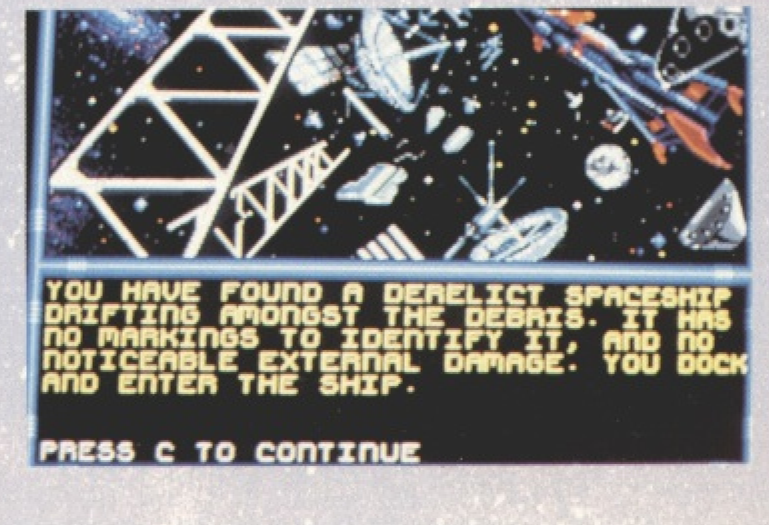
SCIENCE FICTION ROLE-PLAYING COMPUTER GAME, VOL. I

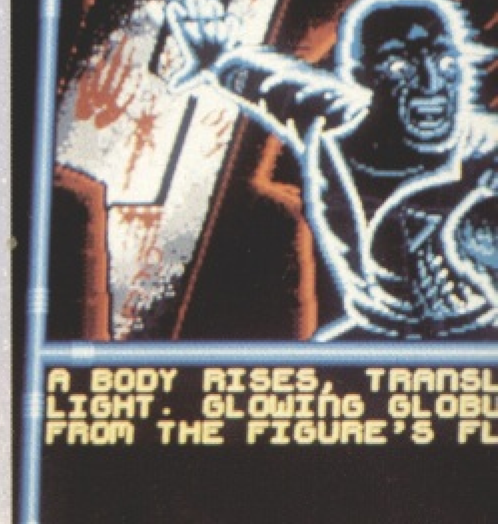
The universe of the twenty-fifth century is a place fraught with danger for mankind. However, one man is destined to rise through the many disasters and deadly invasions to survive, prosper and lead humanity to a brave new dawn of civilisation. Unfortunately, you are not that man. You are in fact in command of a party of understudies for the man known as Buck Rogers, performing dangerous missions in the name of freedom in this new role playing game from Electronic Arts.

You play a party of new recruits into NEO, an organisation devoted to ridding the galaxy of the last vestiges of the mega-powerful RAM faction. These twisted beings are the previous tyrannical rulers of the solar system who enforced their iron-fisted law with genetic mutant warriors! Your first mission sees you repelling a minor invasion of mutant Terrines at your Earth headquarters, before advancing to the orbital command base where you are assigned to save civilisation in a number of different missions.



The small, evil creatures gang up your crew members. Watch it!







▲ Action aplenty!

SHIP-TO-SHIP TOMFOOLERY

Ship-based combat is fought in much the same way as its ground-based cousin. As each character comes into play, their actions are selected using a cursor. Should you wish to fight, you select which weapon to fire from a choice of K-cannon, missiles or beam lasers, which are then aimed at the unfortunate enemy ship pictured in your scanners. If this approach seems a little warlike, you can always try talking to your enemies. The trouble is, all this softie approach tends to yield nothing more than severe laser burns.

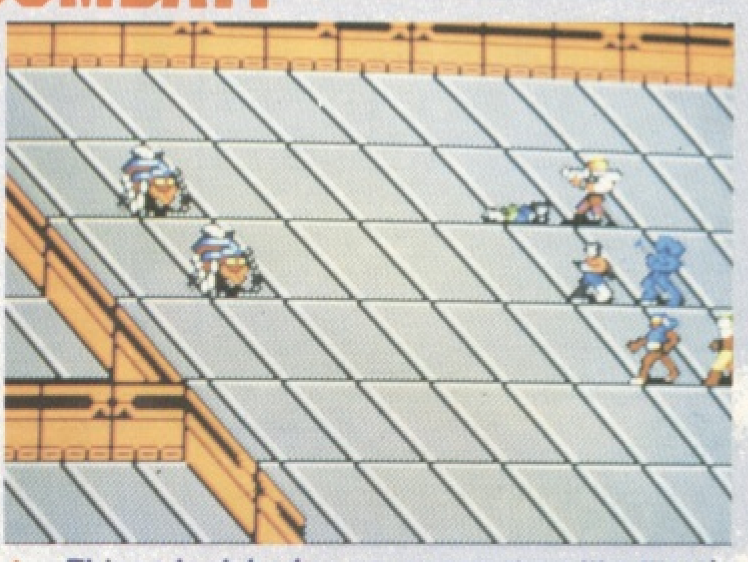
IT'S AN EDUCATION

As your characters progress through their escapades, they learn new things. This is represented in Buck Rogers through the acquisition of experience points. These are awarded for solving puzzles, winning in combat and acting heroically in desperate situations. Each time one of your characters gains a certain number of these points they go up a level, which bestows new advantages upon them, such as weapon bonuses and new skills.



EXCITING COMBAT!

Combat in Buck Rogers is a little more involved than in most RPGs. The process is carried out in rounds, with each of your characters coming under your control in turn. Once you take charge you may elect for your person to move around, attack, wait, carry out first aid on your fellows or pass completely. Alternatively, you could just leave combat to the computer using the "quick combat" option where each member of your party acts in the best interest of the others (although it often ends with more casualties than manual combat). Should you elect to fight manually, you are able to choose your target with a set of crosshairs. Positioning these sights over an enemy will display their rank, energy and your chance of hitting them, allowing you to select the target both weakest and easiest to hit.



▲ Things look bad as your crew drop like flies in the battle.



▲ The fight moves to the entrance of level one's base complex.



▲ Terrines close in on your gang, anxious to finish them off!

MEGA GAME





REVIEW

THE GANG OF SIX

Your party contains up to six hardened space warriors. Before embarking on your adventures you may choose to take either the pre-generated computer party or create your own. Six major statistics are used as guidelines to your characters' abilities. These are strength, dexterity, constitution, charisma and technical ability. Then, a race is selected from Human, Desert Runner (a genetic hybrid of man and animal) and Tinkers (a cross between humans and gibbons who make excellent medics!). On top of this a character class must be chosen for each character. The classes dictate each person's ability in certain fields. The four available are Warrior (an all-purpose fighting character), Rocket Jock (a Han Solo-type pilot/adventurer), Rogue (a stealthy criminal type) and Medic (essential healer). After this is done, points are allocated to specific skills such as demolition, zero-gravity manoeuvres and computer programming. When you think you've got enough heroes, name the lot of them and off you go.



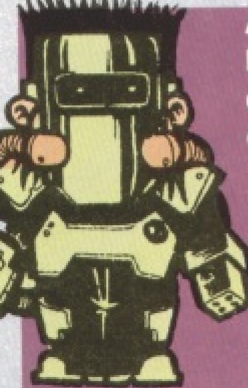
COMMENT



RICH

Like Starflight, this certainly takes a lot of getting in to. Creating your characters is a long and boring task which does not bode well for the game itself. However, give the game a chance and you can't help but get drawn into it. Okay, so the graphics look spartan to say the least, but this doesn't effect the quality of the game and the sheer atmosphere it manages to generate is quite remarkable. There are just so many missions (with all of their objectives) that you definitely get your money's worth. Even completing the first few levels takes a few hours to accomplish, and there are plenty more where that came from! I can see action-fans not getting on very well with this, but if you want a cart that offers an enjoyable, long-lasting challenge, give Buck Rogers a whirl.

COMMENT



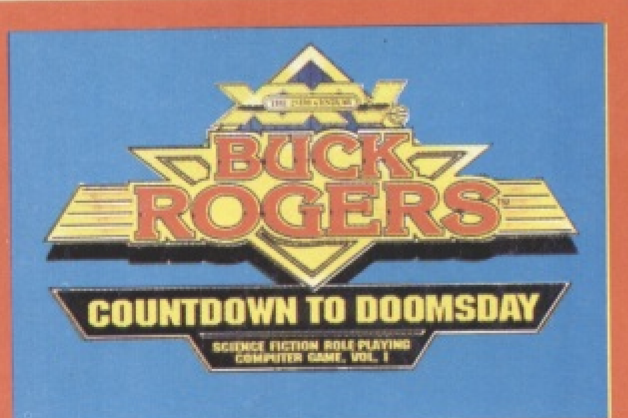
RAD

At first play, Buck Rogers doesn't exactly ooze excitement. Although the character creation is quite fun, making six different characters does get a little tedious and the first mission is particularly simplistic. The weak graphics and sound do nothing but heighten the despondent atmosphere. Get past these small hurdles however and you'll find an involving and rewarding game. There's lots to do in each of the subsequent missions, with clues being sought and a real sense of tension as time starts to run out and there's still an objective to be achieved. The combat system can be slightly annoying, although it's ten times better than any other RPG system, and you can always stick to quick combat in less-than-desperate situations. Size is another thing Buck Rogers has going for it. There are loads of assignments and they get very hard after the first couple of missions, making the battery back-up essential. Buck Rogers is definitely one for anyone after some RPG excitement or just a long-lasting, challenging game.



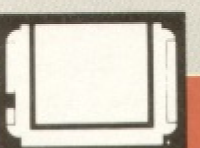
MISSION

The missions you are assigned are certainly varied. Level one sees you saving the NEO base from an enemy missile-launch attempt, whereas later levels see you rescuing kidnapped children, saving the databanks of an abandoned ship while at the same time seeking a cure for the deadly parasites which have infected you and even helping Buck Rogers himself defeat an evil pirate king!



BY: EA
PRICE: £39.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: HARD
LIVES: 6
CONTINUES: SAVED GAMES
SKILL LEVELS: 1
RESPONSIVENESS: FAIR






PRESENTATION 87%
Lots of presentation screens and they're quite well done, too.

GRAPHICS 68%
Small and weedy sprites with little animation. The backgrounds are quite repetitive too.

SOUND 63%
The tune is empty and the effects are as poor as poor can be.

PLAYABILITY 90%
The control system makes things easy and there's certainly a lot to do. It'll tax more than your reflexes, so thickies beware.

LASTABILITY 95%
There are more missions than you can shake a stick at and they're progressively more difficult to complete,

OVERALL 91%
A challenging and refreshing RPG which makes up for graphical deficiencies with an abundance of playability.

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Before you have a go on a Virtual Reality machine, make sure the name of the game isn't WildSide. Y'see, this particular game is a little *too* real. in fact it's so real the end of game boss has escaped from his computer-induced confinement and is capturing all the kids who part with their cash for a taste of ultra-realistic gaming action.

This is where you, Kid Chameleon, come in to the proceedings. You just happen to be the best gamesplayer that ever there was, and you reckon that your platforming abilities are of such a high standard you can quite easily beat the game, defeat the Master Mold, rescue the kids and lavish in free credits down at the arcades any time you may wish.





MASK-ULINITY



CHAOS MASK

SPECIAL ABILITY: Smashing charge

The Chaos mask transmogrifies Kid into a spiky warrior of doom. He is also able to charge through walls should he build his inertia up. Don't try this on nasties though as it won't work.



SAMURAI HELMET

SPECIAL ABILITY: Swordplay

Become a lethal Samurai warrior with the Japanese-style helm. Dishing out twirly sword doom is your aim, especially with your hyper-effective jumping downward thrust!



SPACE HELMET

SPECIAL ABILITY: Laser rifle

Nab the futuristic space helmet for fun and frolics of the wide-beam laser kind. A handy helmet to have but it doesn't show up that often, so guard it with care.



ARMOUR HELMET

SPECIAL ABILITY: Climbing

This helmet transforms Kid into a medieval knight-type capable, rather bizarrely, of scaling sheer walls with little difficulty.





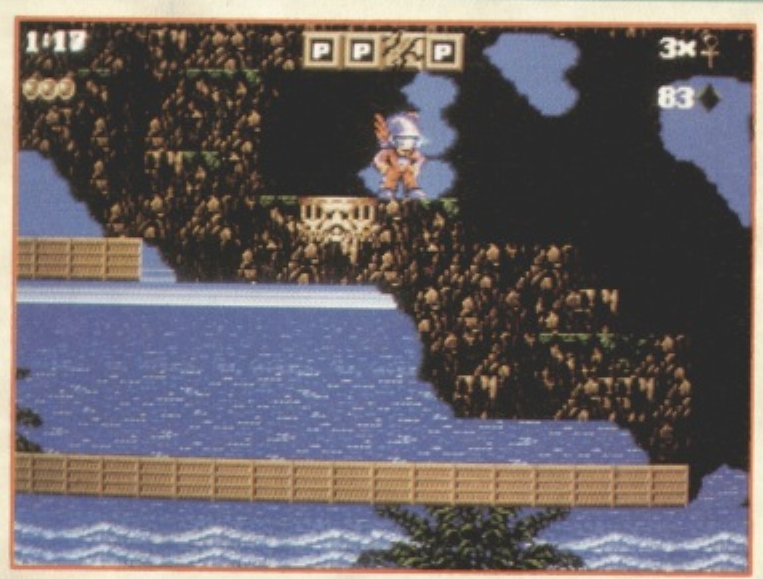
INVISIBLE BOXES



You may think that are more than enough crates around for all your bonus-taking needs. Unfortunately, you'd be hopelessly wrong. Seeing this problem, the thoughtful programmers have included a multitude of invisible boxes on every level. The best example of these is found in a secret room on the second level. The cavern is seemingly full enough of boxes, but once you have destroyed them all, keep jumping. There are six more secret boxes waiting to burst open and gush forth their contents!



NOW YOU SEE IT



Dotted around the landscape at certain intervals are transporters. These are your friends, most of the time. Usually they beam you onto the next level, or past some tricky section of terrain. However, occasionally you meet traitorous teleport units whose only pleasure in life is to send you way back into the level thus wasting precious time and forcing you to renegotiate completed scenes!

A long animated intro tells the story of the Kid Chameleon.

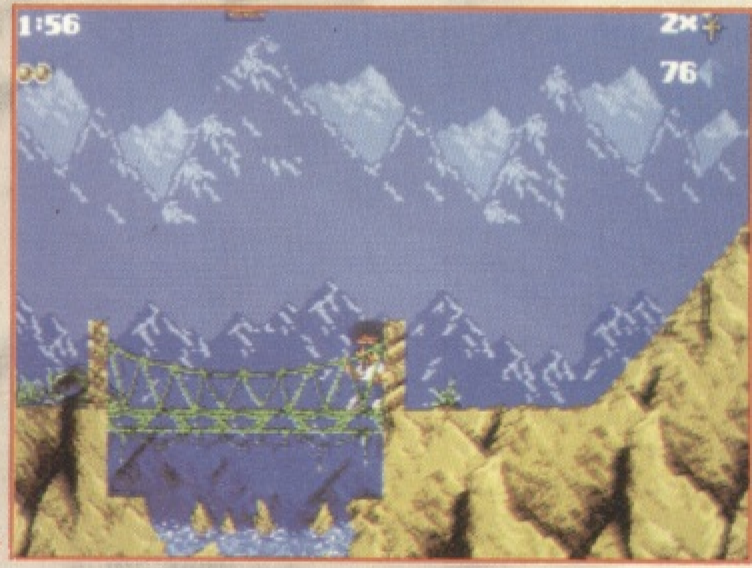


TANTALISING BOXES



Kid might be a gamer extraordinaire, but it's likely he'd get nowhere if it were not for the query boxes spread throughout the game. These boxes contain vital code crystals which reap bonus points, extra time with which to complete the level, extra energy, bonus lives and best of all - Chameleon Masks. Donning these masks provide Kid with a variety of special abilities, some of which can be seen here.

Phew! The excitement reaches fever pitch as Kid crosses a bridge.





HOCKEY GUARD

SPECIAL ABILITY: Axe throwing

Grabbing the hockey mask transforms Kid into a Jason Vorgeese-type axe throwing psychopath! This is especially handy against projectile-firing enemies.



SUPER HELMET

SPECIAL ABILITY:

Speed/hurricane power

Turn yourself into a super-fast superhero with this throbbing purple helmet. It also endows you with the ability to perform hurricane jumps known for their deadliness to your enemies.

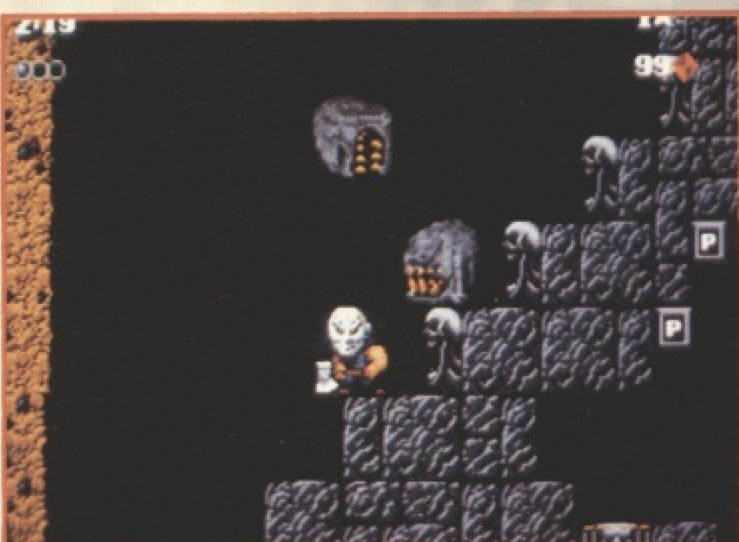


COMMENT



JULIAN

Cheekily incorporating features from all sorts of different platform games (including ones starring a famous Italian plumber), Kid Chameleon is a superb looking, great sounding and highly playable platform game which suffers but one flaw - it's difficulty setting. The game is far too easy to finish. There's only one tough bit (Warrior Hill I, about six levels into the game) where it takes quite a lot of practice to get through, but once that screen is mastered, it's plain sailing all the way to the finish. Things are helped a little by the fact that the game is so huge, has so many secret rooms, bonuses and different routes through to the end that you do keep coming back for more, but even so, it eventually becomes rather dull. It's a shame really - had a properly graded difficulty setting been introduced into the gameplay to accompany the many brilliant touches and neat gameplay designs (I love all Kid's alter-egos, particularly the tank) Kid Chameleon could well have ranked alongside Sonic and Robocod as one of the best platform games available on the Megadrive. As it stands, though, it's an enjoyable game that should appeal more to platform game beginners than out-and-out platform freaks, who just won't get their money's worth out of it.



▲ *Looks like Clive Barker had a hand in this level.*

COMMENT

RAD

Kid Chameleon is certainly a novel twist on the platform concept. The addition of Kid's multiple personalities certainly add to the originality and make things a bit more interesting, especially when you're searching around for the mask you need and are desperately running out of time. The graphics are also good, with distinct and detailed sprites for each persona and some pleasing animated backgrounds. However when it boils down to it, the action doesn't vary much between levels. All that changes is the scenery, the time limit and occasionally the size of the platforms. Kid Chameleon is very playable, but suffers from being a little easy. A bit more frenetic combat and more varied platform action would have made this a dead cert winner, but as it stands it's just a decent example of a well-explored Megadrive genre.





DEATH SKULL

SPECIAL ABILITY: Mega tank

If you've ever wanted to be a skeleton sitting in a tank which fires explosive skulls and leaps about like nobody's business, the death skull is for you. Have a care though, or your pointy-helmeted japes will meet a premature end.

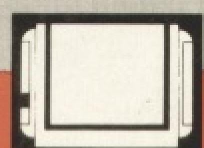


BY: SEGA

PRICE: £39.99

RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 80%

Nice storyline intro and title screen, plus options and intermission screens.

GRAPHICS 86%

The cartoony sprites are small, detailed and nicely animated and the backgrounds are great.

SOUND 76%

The sounds are of a fairly good quality, although the backing music itself is bland and the effects lack volume.

PLAYABILITY 89%

Quite fast, certainly responsive and the multitude of headgear makes it varied and very enjoyable to start with...

LASTABILITY 68%

...but the lack of challenge results in the game being completed fairly easily - which is a real shame.

OVERALL 78%

A very playable game which could have been a classic but for a couple of flaws. Beginners will enjoy the action, but it might be too easy for seasoned platform addicts.

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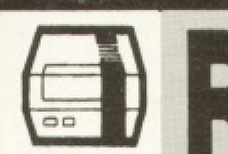
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REVIEW





TEENAGE MUTANT HERO TURTLES

Just when you thought you'd seen the last of those Turtles, up they pop again to fight crime once more on the NES. The Shredder, being a mite miffed at the foursome's previous success in stopping his plans for global domination, has enlisted plenty of help for his new escapade of terror. His known allies include regiments of Foot robots, scientist pal Baxter Stockman, evil alien Krang and his drooling mutant bodyguards Bebop and Rocksteady.

To achieve his ends more easily, the spiky one has hatched a series of hideous plots designed to lure the Turtles into a variety of deadly traps. The bait for these traps are the amphibian martial artists' best pals who are kidnapped without a moment's warning, causing the Turtles to rush headlong into danger and almost certain death.

TMNT 2 is a conversion of the hugely successful Konami coin-op of 1990. All the levels and baddies of the original are here, along with a few new ones never seen before! You control any of the four turtles who leap around the screen and duff the enemy over with their individual weapons. At the end of each level, an especially hard challenger awaits, such as Bebop, Krang or even the Shredder himself!



▲ *The Foot Soldiers as seen in the fabby cartoon series. Funnily enough, they appear a lot in the game too.*

TURTLE TROUNCING TRICKS

RAPHAEL



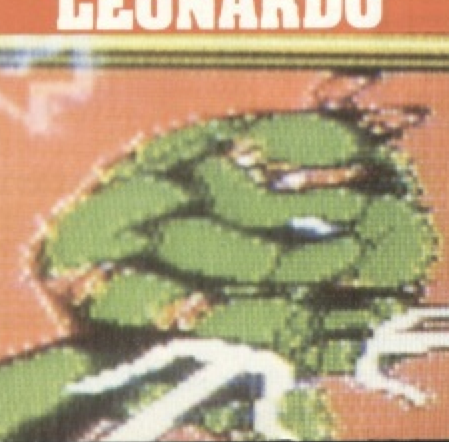
MICHELANGELO



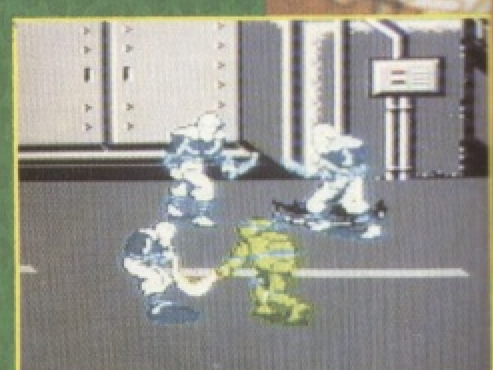
DONATELLO



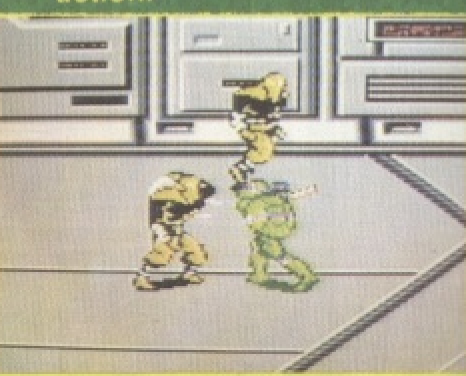
LEONARDO



In the words of the song, they're the world's most fearsome fighting team and that's not surprising considering the sort of ninja-related hardware they cart around. Leonardo is a bit nippy with his twin Katanas, which are quite slow but have reasonable range and power. Donatello's bo staff does little damage but makes up for this with its superior reach and speed of use. Michelangelo wields his short range, high power nunchuka with quite some speed, whilst Raphael's much maligned Sai knives combine a fast fire rate with hefty damage, sacrificing a great deal of range for the privilege.



▲ *Leonardo's chopper in action.*



▲ *Donatello has a large stick.*



The bad guys get the best motors.



NO FOUR-PLAY PLEASE

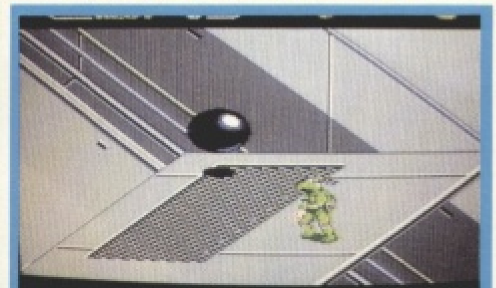
The coin-op original of Teenage Mutant Ninja Turtles allowed up to four players to participate at any one time. Sadly, for some reason Turtles II is not Four Score compatible, so a full complement of reptilian assassins are not available simultaneously. Still, there is a two-player option, so you and a friend can combat evil in memory of the pair who had to stay at home.



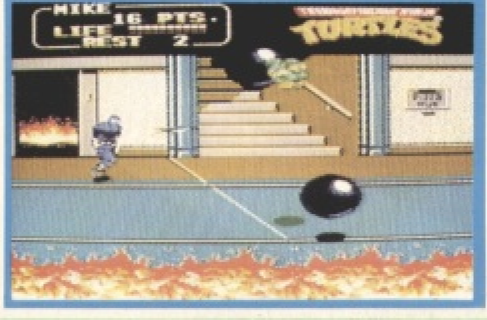
A mockery is made of Leonardo's ninjitsu skills

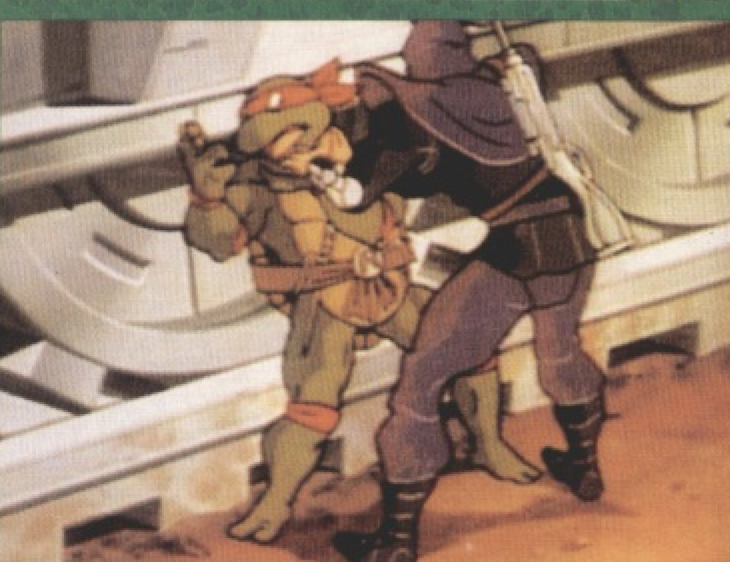


TURTLE TRAP HORSEPLAY



The Shredder is certainly hedging his bets when it comes to his Turtle-destroying antics. Not only has he built legions of Foot robots to dispatch his arch-enemies, but he's also set a series of cunning traps. Should you stray too close to certain staircases, a giant steel ball plummets down to squish you. Watch out for some of the billboards on level two where warriors concealed behind them have a habit of dropping onto you, and beware of manhole covers being whipped out from under your feet too!



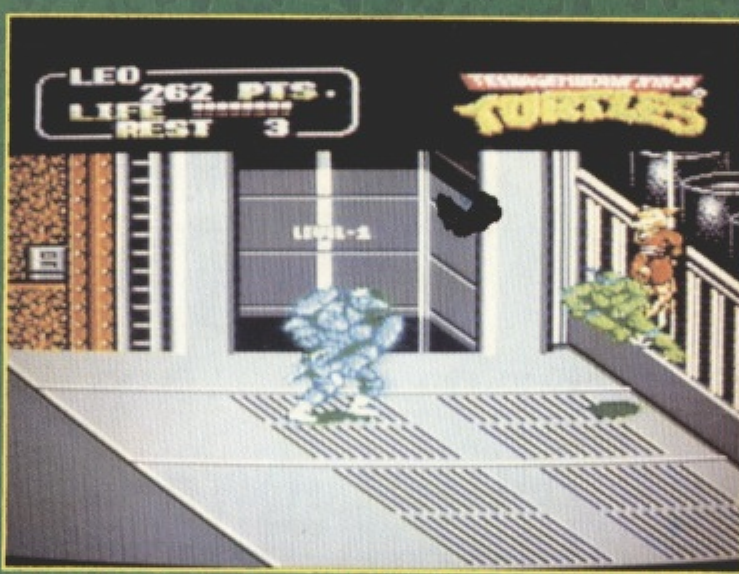


COMMENT

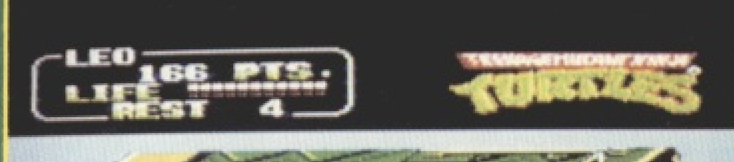


JULIAN

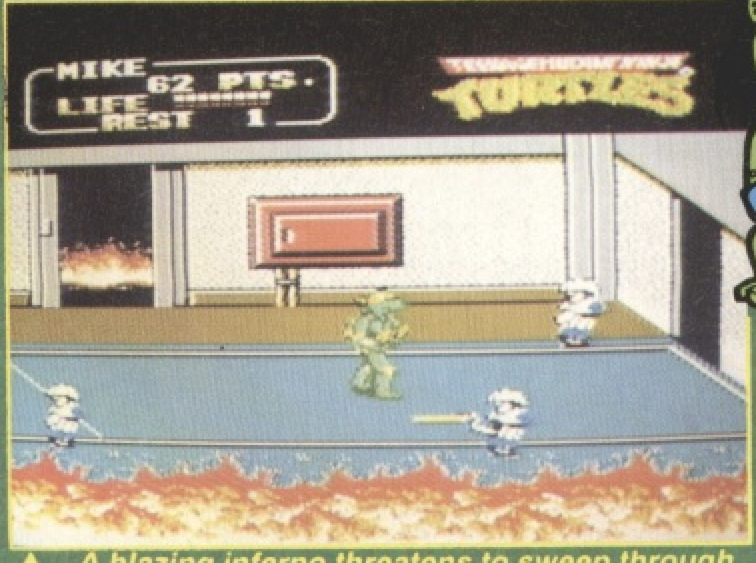
When you first play it, TMNT 2 looks pretty good: the graphics, sound and gameplay are all fairly true to the arcade game. But play it longer and two major weaknesses are exposed. Firstly, the game suffers from a low difficulty level and completing it takes very little practice, particularly for anyone who's played the arcade game at all. And secondly, there's not much in the way of variety. The beat 'em up action is fun at first, but since it hardly changes from level to level it all becomes rather predictable. The two-player action adds a bit more fun, but even that gets dull after a while. To be honest, unless you're a complete Turtles nut, you'd be better off buying a more challenging and varied beat 'em up like Ninja Gaiden or Kabuki.



It looks as though Splinter's about to buy the farm.





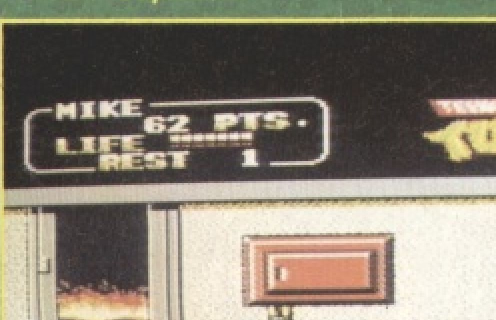


▲ A blazing inferno threatens to sweep through the whole building. Only the Turtles can help!

COMMENT

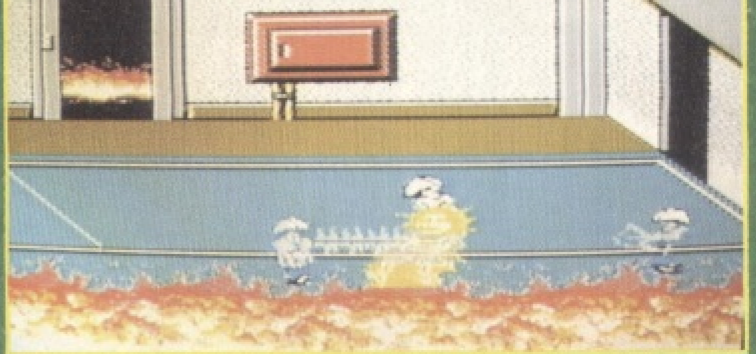
RAD

Although it was simplistic and unoriginal, the Turtles game was quite a laugh in the arcades. Still, chucking a few quid into the coin-op and paying £40.00 for the cart are two different things. TMNT 2 isn't a bad game - the graphics are pretty good and the action is quite enjoyable, but even taking the new levels into account, there just isn't enough game for your money. The whole thing gets a little repetitive after a few sessions and it's not very difficult to beat either. It's a close enough conversion if you're a huge fan of the arcade machine, but most people would be better off putting the occasional twenty pence into the local arcade machine.



▲ Splinter - the Turtle's master!

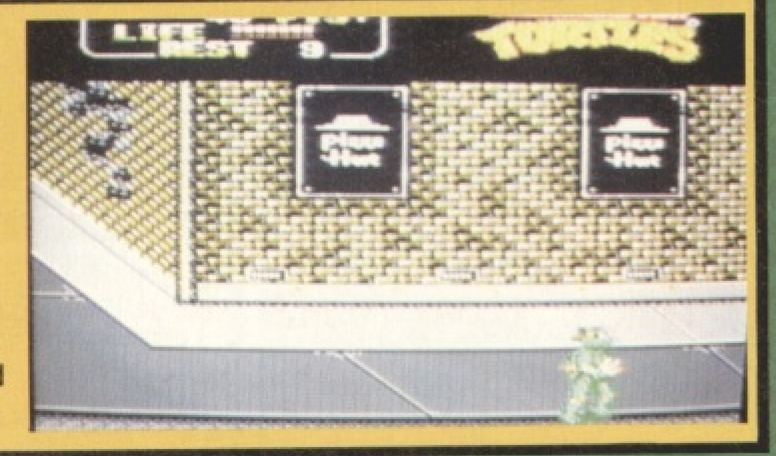
▼ Michelangelo is simply shocked by the electric atmosphere.





GRAB OUR GRUB - IT'S FAB!

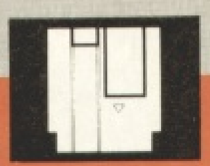
Everyone knows about the mutants' lust for the foodstuff they call pizza. With this in mind, the popular fast food chain Pizza Hut have sponsored the game! Every background has a veritable glut of Pizza Hut posters and ads to encourage games players to stop playing games and start eating mountains of yummy dough-based take-away grub.





BY: KONAMI
PRICE: £39.99
RELEASE DATE: NOW
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: QUITE QUICK

1-2 PLAYERS





PRESENTATION 78%
Choice of turtles and presentation screens aplenty.

GRAPHICS 79%
The sprites lack definition, but they're quite large and feature nice animation.

SOUND 74%
A rendition of the cartoon theme tune plays throughout and there are suitable effects to accompany events.

PLAYABILITY 67%
Responsive controls and straightforward beat 'em up action makes this easy to get into...

LASTABILITY 62%
...but the low difficulty level and lack of variety result in the game becoming prematurely dull.

OVERALL 64%
An entertaining game - for a while. There just isn't enough to it to sustain interest for long.

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WIMB

Ah... Wimbledon! The thrill of rain-soaked days and expensive strawberries and cream. Then of course there's always the excitement of the game itself - the stunning rallies, the grunting Czechoslovakian female players, the breathtaking points and the swearing losers. All this and more can be yours with Sega's Wimbledon Tennis. Well, sort of

Wimbledon casts you as a young British tennis hopeful, out to prove to the world just how good you are at hitting balls over the net. To this end, you can use the Wimbledon tennis courts to practice in a series of exhibition matches or you can enter the world circuit proper and participate in the major tennis grandslam events. There's even the option to face up to another human player in a one-on-one tennis match, or play with them (or against them) in some doubles-related clowning.

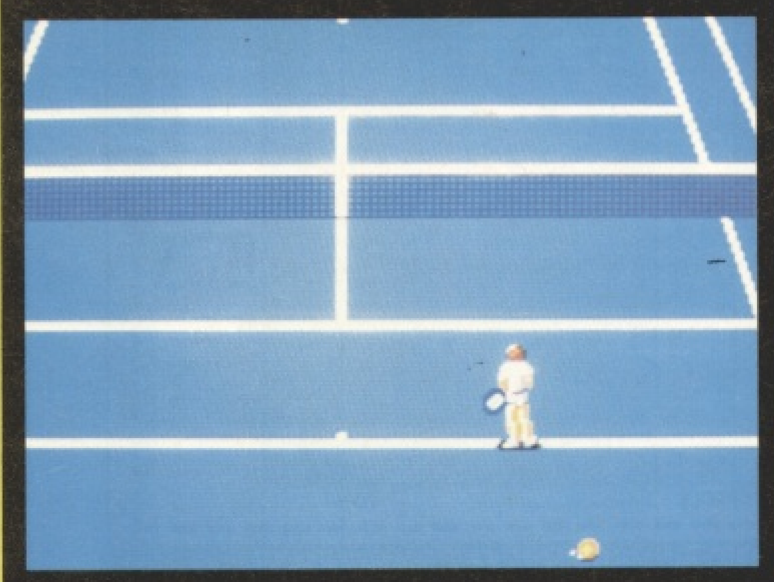
But as Britain's number one (seeded 2,093 in the world), you've got a lot to prove.

HARD, CLAY OR ON THE LAWN?

When you choose to play an exhibition match at Wimbledon, you can select to play on a hard, clay or lawn surface. These different courts all effect the bouncing power of the ball to different extents. The lawn surface makes for a smaller bounce as opposed to the hard and clay courts. Not surprisingly, the hard court produces the highest bounces.

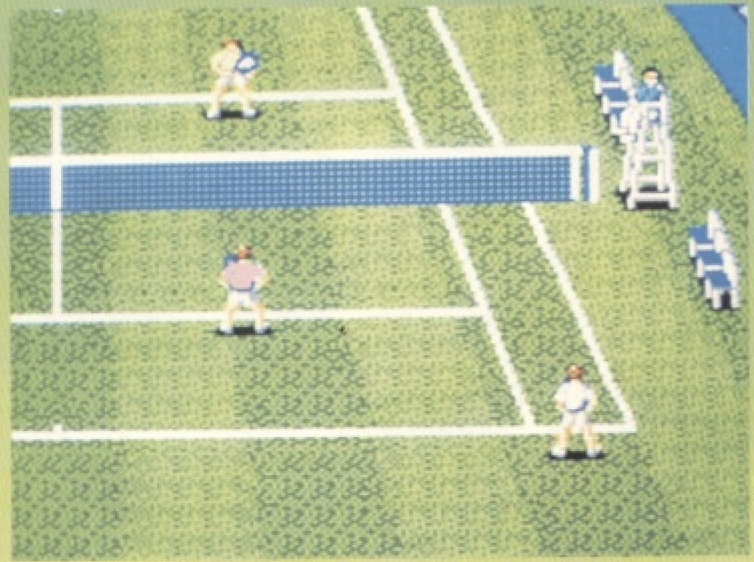


▲ *Low bounces abound on the lawn court.*
▼ *The hard court in all its glory.*





▲ *Another action-packed shot at Wimbledon. Here the players are about to start play.*



▲ *Oh no! It's out! Some of the players look a might peeved off at their ineptitude.*

▼ *The clay court has many unusual qualities.*



COMMENT

JULIAN

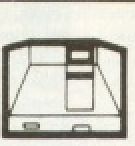
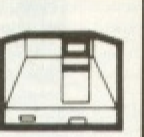
As a tennis fan, I really enjoyed playing this. Okay, so the players are a bit on the small side, but they're detailed and very nicely animated. The presentation is outstanding, with a massive variety of play options and excellent stills and cameo shots of the players. But it's the gameplay that kept me playing. The action is tough and fast, and although it takes a lot of practice to get used to the sheer speed, once mastered you can pull off some pretty spectacular shots. With its sheer variety of options and excellent two-player mode, Wimbledon Tennis is a game that's highly recommended to tennis fans.



GRANDSLAM BUFFOONERY

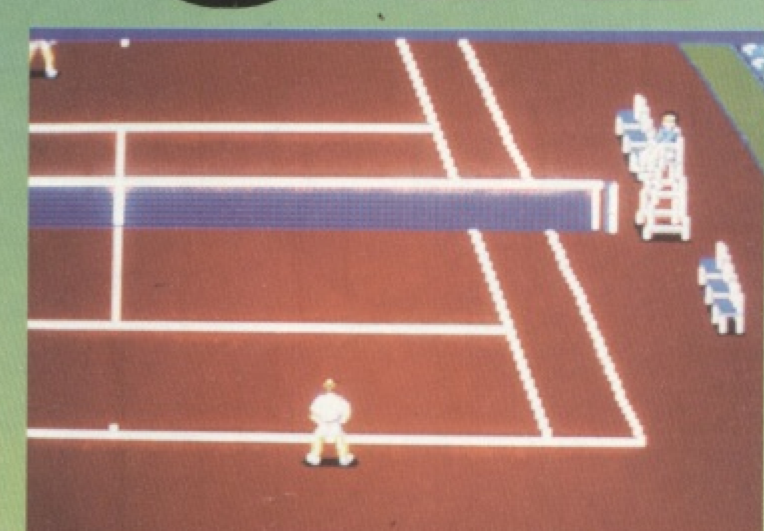
Two options are presented to you at the beginning of the game. EXHIBITION MATCH enables you to play a one-off three set match against the computer or a friend. GRANDSLAM TOURNAMENT lets you to participate in a series of ranking world tournaments, including (not surprisingly) Wimbledon!

LEDON

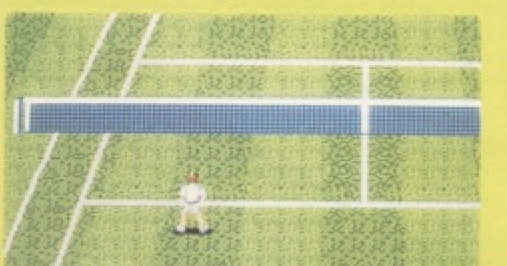
TOURNAMENT ACTION

At the beginning of the Grandslam tournaments, you are given 15 points to distribute through three categories for your player - speed, power and skill. As you progress through each tournament, you're given extra points depending on your performance. Passwords are also presented at the end of each event, enabling you to continue where you left off with your own individual player. During exhibition matches you can choose from any one of the game's in-built challengers, which include some very familiar names and faces..



A SHOT IN THE DARK

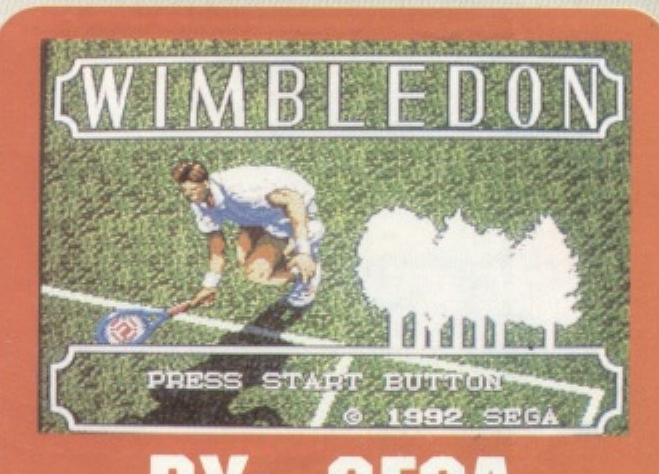
Plenty of different types of shots are available in Wimbledon Tennis. Button one is a simple forehand/backhand (depending on the position of the ball when attempt the shot) return and its trajectory can be altered by using the D-Pad. Button two produces a massive lob, essential when it comes to foiling any of your opponent's near-the-net tomfoolery. Should you attempt to hit the ball before it has bounced, you produce a high-velocity volley or a devastating smash!



COMMENT

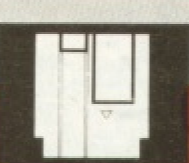
RICH

I didn't really think that much at all of this when I first loaded it up. The players are like starved refugees from *Honey, I Shrunk The Kids* as they're actually as high as the net and are positively dwarfed by the massive tennis court! More unrealistic still is super-powered pace the players run at. The thing is, because your players are so miniature, they have to run at that speed to get around the court and return some of the shots! Wimbledon also underwhelmed me with its soundtrack. The crowd noise is okay, but the awful aural din that is the in-game soundtrack is simply horrifying. As far as gameplay goes, Wimbledon is pretty good. It is actually quite a laugh to play - especially in two-player mode, and the masses of options (including singles and doubles matches with one or two-player modes) makes for some variation in the gameplay. Unfortunately, there's quite a lot wrong in the computer opponent's game logic. Defeating him doesn't seem to be down to skill - he always gets to the ball and it just seems to be down to luck as to whether he hits it or not. In the Grandslam mode, the three set matches just last too long. By the end of the first set I was just too bored to continue. However, I imagine that once you've got your character up to scratch and start playing against more experienced opponents, it should get a whole lot better. The Master System is woefully lacking when it comes to tennis games, and although it has its faults, Wimbledon is worth consideration.



BY: SEGA
PRICE: £29.99
RELEASE DATE: MARCH
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD






PRESENTATION 95%
Outstanding! A massive variety of game options, different tennis players and court surfaces to choose from.

GRAPHICS 79%
The sprites are a bit small and out of scale, but they're nicely drawn and animated. The still screens are superb.

SOUND 30%
Rubbish tunes and poor effects make this an aural disappointment.

PLAYABILITY 79%
Initially very difficult to get to grips with, owing to the high speed of the action...

LASTABILITY 81%
...but if you're prepared to stick with it you'll discover a tough, but highly addictive tennis game.

OVERALL 80%
Takes a lot of getting used to, but Wimbledon Tennis is a tough and enjoyable game that should appeal to fans of the sport.


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DOUBLE DRAGON

Your honour is at stake and survival is in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the end. Only a combination of lethal martial art skills and a belief in your abilities will give you a fighting chance.

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Available on your Mega Drive - February '92

ALISIA DRAGOON

All hell has broken loose in Fantasy Land, where once again the forces of darkness (headed up by the despicable Evil Overlord) have risen up from the depths of Hades to give the living a bit of a bad time. At this moment, undead legions march across the pleasant lands, dishing out generous lashings of death and destruction wherever they go - and having a great deal of fun into the bargain.

Only one person is hard enough to launch a counterattack against the rampaging legions of doom, and that someone is the eponymous Alisia Dragoon! She's probably the hardest girl in the known world, known for her thunderous magical bolt-throwing abilities and her strange relationship with dragonkind.

It's her task to travel through the eight-way scrolling levels, using her magical abilities to beat up any undead minions who cross her path. Alisia can also call upon the terrifying capabilities of four different dragons she has befriended to cause yet more havoc.

You'd think that the Evil Overlord would be quaking in his boots at the sight of Alisia Dragoon dusting all of his undead slaves, but he might just have the last laugh. Using all of his incredible cunning, he's positioned evil creatures of vast power at the various points in each level. Only by defeating all of them does Alisia have a chance against the Overlord himself!



▲ *Alisia's lightning beam fries anything that moves, but it didn't save her dragon chum.*







▲ *The smart bomb lightning beam in action.*

The fireball dragon acts as a shield. ▶

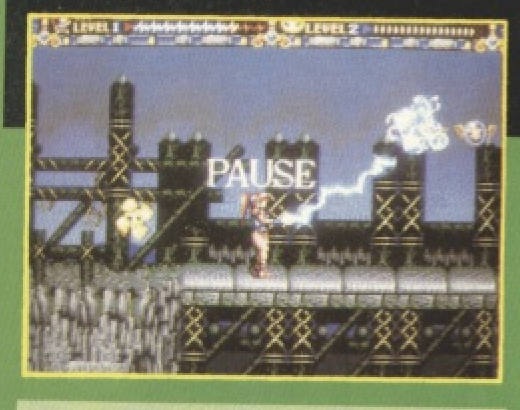
◀ *Duck into this alcove in level two and some juicy power-up pods are yours! Yeah!*



THUNDER AND LIGHTNING

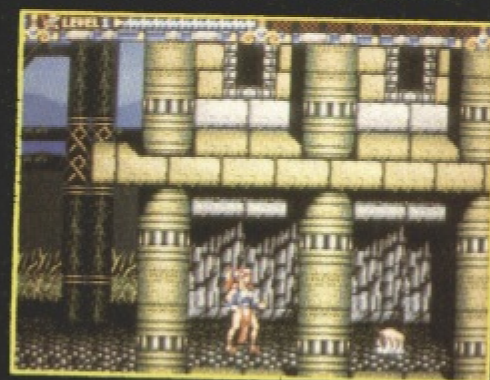
Alisia's principal weapon against the legions of foul creatures is a homing lightning beam of doom. As long as Alisia is pointing roughly in the right direction, a simple button press is enough to dispatch a whole attack wave! The lightning power is measured on a meter at the top of the screen. Leave it to build up to its highest point and a incredible thunder smart bomb is unleashed with but one press of your B button!





The beam homes in on icon bearers.

IT'S A SECRET



Loads of secret rooms are dotted throughout each level, but the programmers haven't made them easy to find. Quite literally, you have to attempt to walk or even jump through walls! Should you succeed and find one of these rooms, you are instantly presented with loads of power-up icons. Sometimes the entrance to one secret room is actually located in another, so keep looking!

Alisia Dragoon is one mean, strutting lady.

FLOATERS

If you're after powering up or regaining lost energy, keep a look out for the floating icon containers. Simply unleash some lightning on them and they soon drop their load, which could be magical power-ups for your lightning beam or a jazzy upgrade for your dragon's firepower.

COMMENT



JULIAN

This is what Turrican should have been! Alisia Dragoon is an excellent platform-based blaster and sports challenging gameplay and some pretty unusual features. Although it doesn't seem like it at first, the different dragons are very useful, especially on later levels where they can be used tactically to make the going easier. Another neat feature is that the game is packed with secret screens and bonuses which, when combined with the tough gameplay, results in plenty of long-lasting appeal. With its excellent graphics and sound, Alisia Dragoon is a game that's highly recommended to shoot 'em up and platform addicts alike!

BIG BOSS MEN

Plenty of boss-like creatures infest the platform levels of Alisia Dragoon. The first is encountered at the end of stage one. Two giant zombies, endowed with bolt-throwing and teleporting abilities gang up on young Alisia and absorb many of the heroine's lightning bolts before their eventual demise. The pace doesn't let up on level two, where you're immediately attacked by a vicious serpent that leaps out of the water straight at you!











BY: GAME ARTS

PRICE: £39.99

RELEASE DATE: MARCH
GAME DIFFICULTY: MEDIUM/HARD
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: GREAT







ALISIA'S BEST PALS



This fine red beast is the most powerful dragon there is, and although it's weedy to begin with, powers up into a deadly fighting machine.



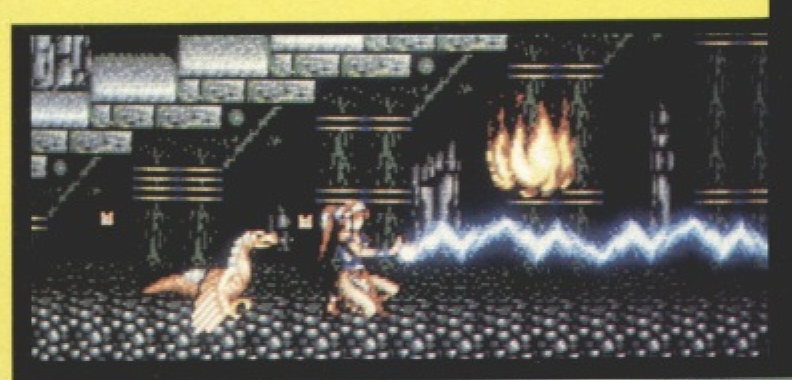
This sleeker dragon throws boomerang-like objects that they explode on contact with anything!



A living fireball, this dragon kills off enemy sprites just by touching them. It loses power with every victim fried.



This green-skinned dragon fires off pretty lethal fireballs, although it doesn't shoot off very often.





COMMENT



RICH

At the beginning, I thought that the homing lightning beam would make this too easy, but as soon as I reached the end-of-level boss, my preconceptions were horribly dashed. Alisia Dragoon is a tough mother of game, throwing everything but the kitchen sink at you in an attempt to end your game! In fact, conserving enough energy for your confrontation with the first boss is quite a task. Normally, this sort of caper puts me off, but the gameplay isn't all that frustrating - apart from when you continue, where you are mercilessly put back to the beginning of the level (argghh!). There are plenty of original ideas in here too, like having to look after the four different dragons and power them up individually. Graphically, Alisia Dragoon is tops with plenty of variety between each level and some beautiful sprites and amazing backdrops. Put simply, Alisia Dragoon is a quality package, with enough challenge to keep you coming back for more for quite a long time.

PRESENTATION 85%

A few options to tweak, including alternative control methods, and a decent feel to the game itself.

GRAPHICS 92%

Gorgeous, exquisite backdrops and character graphics. A visual feast!

SOUND 84%

Some up-tempo tunes back the proceedings and there's some great blasting effects too.

PLAYABILITY 88%

The simple nature of the gameplay makes this easily accessible...

LASTABILITY 86%

...and the well-balanced difficulty level makes this one that should keep you well occupied for a few weeks.

OVERALL 87%

A good fusion of platform and shoot 'em up elements makes for an absorbing, challenging game.



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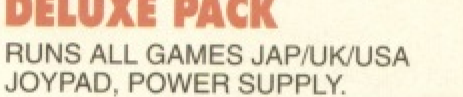
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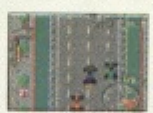
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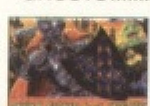
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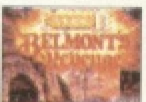
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JACKIE C
ACTION KU

Jackie Chan is a bit nippy when it comes to the old kung-fu antics. His leapin', kickin' and general pain-causing truly knows no bounds. It should come as no surprise, then, to find that an action game has been based on the many scrapes he finds himself in during his plethora of kung-fu movies.

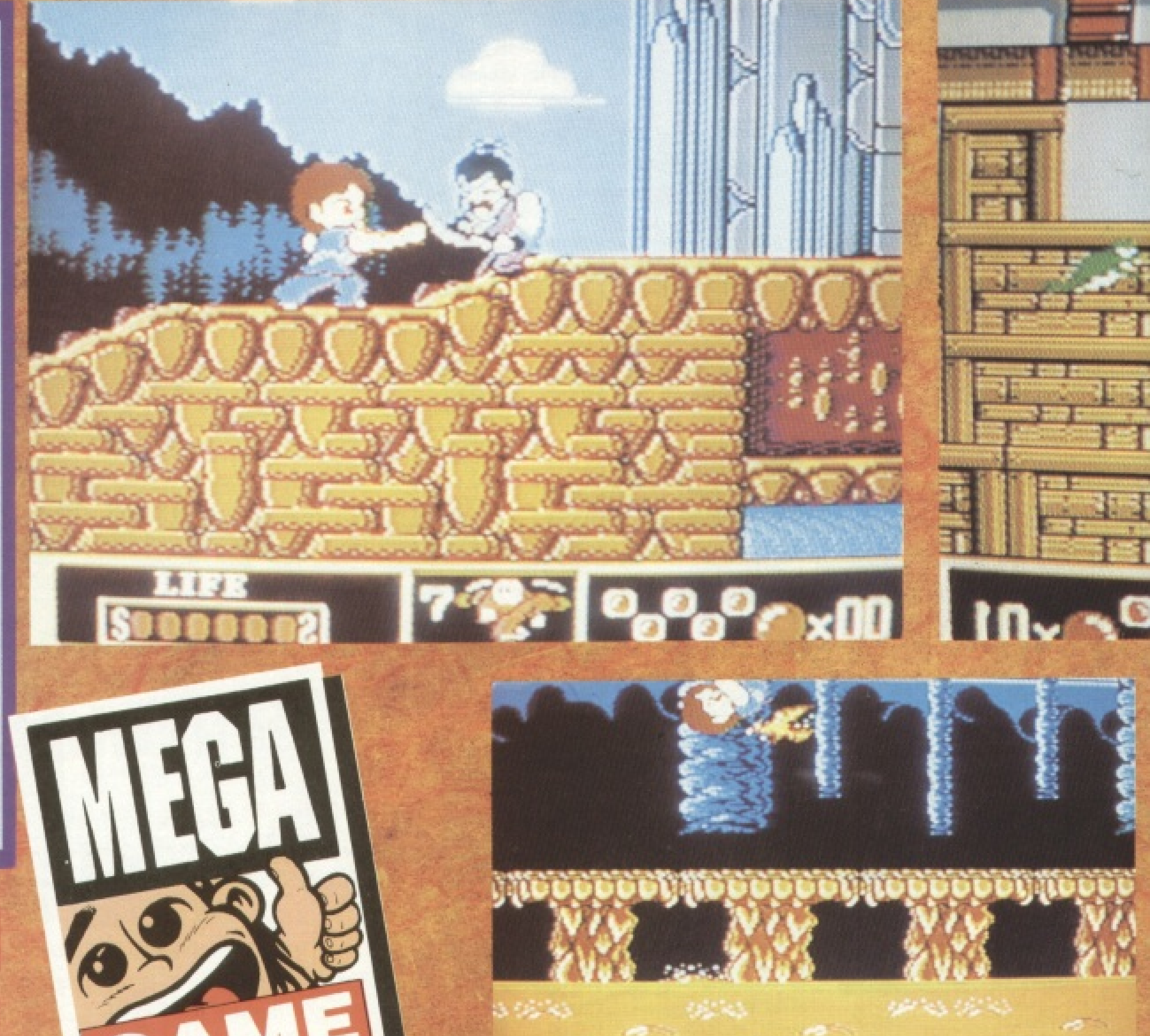
In this particular sojourn, his top chick Chin Re Kon has been kidnapped by an evil wizard. Said magician just happens to have an army of martial arts warriors, deadly death traps and killer fish at his disposal, not to mention a horridly hazard-ridden path to the wizard's tower.

Jackie Chan's Action Kung-Fu is a conversion of the immensely ace PC Engine platform beat 'em up game in which the hero races through many levels of combat action in order to reach Mr Pointy Hat and rescue his damsel.

RIBBIT RIBBIT HIYA

Frogs are Jackie's friends. These green creatures hop around unawares until he clobbers them with one of his martial arts moves. When this happens, an icon pops out. Sometimes it's life-replenishing food, sometimes extra magic or best of all, it could be an extra move. These moves supply Jackie with a limited number of super-powerful kicks which further his cause to some effect.





▲ Jackie gets a hot ass.

COMMENT



JULIAN

Jackie Chan's Action Kung-Fu combines challenging and highly addictive platform action, kung-fu a-plenty, a huge playing area, excellent graphics and great sound to produce a really superb game. Although Jackie's combat moves are limited, there's so much in the game that you simply never seem to get bored. The mission is a tough one and punching and kicking all the way through to the end takes a lot of practice - but the game is such fun you just keep on playing. The Nintendo certainly isn't short of platform games, but Jackie Chan's Action Kung-Fu has enough new features and chopsocky action to make it an utterly essential purchase.

MAGIC MOVES AHOY

There are three extra moves which Jackie may collect, although he is only allowed one at a time. The simplest is the jumping roundhouse, guaranteed to do away with one particularly gruesome enemy in front of him. Next is the spinning leap kick. Perform this and any evil minions in the vicinity eat shoe. Best of all is the fireball kick, which sees Jackie somersault a considerable distance, dealing deadly death to any meanie he should come into contact with. These moves are in limited supply, so be careful when you use them.



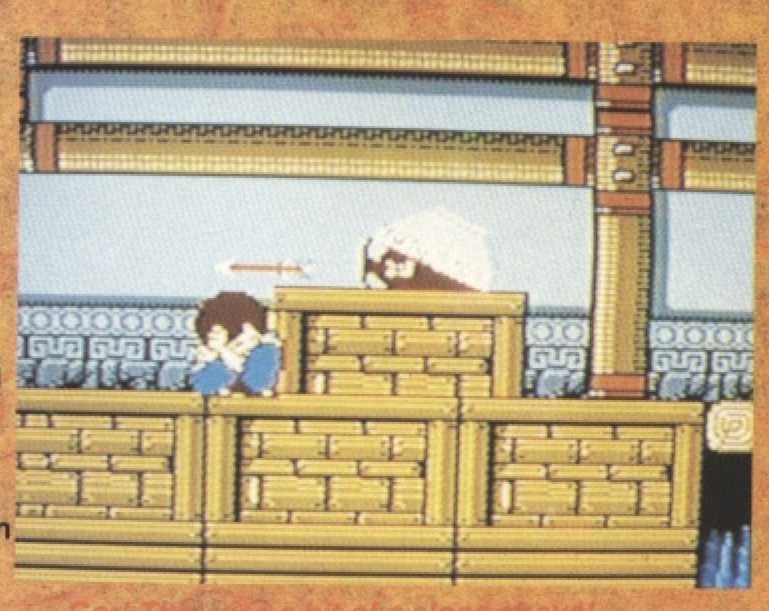
▲ A spinning kick!

CHAN'S
NG-FU



DEATH-RELATED LAUGHS APLENTY

The films that made Jackie Chan so famous are popular mainly because of the stunning fight sequences (many of which landed Chan and his associates in hospital with serious injuries!), but also because of the tongue-in-cheek humour present in most of them. As with the other film-related elements, this streak can be clearly seen in Jackie's game. Just watch Jackie leap up in agony as he lands on a bed of spikes! Even better, watch his wide-eyed agonized twitching when he loses a life!



Cor! That was a bit of a close shave!

CLUCKING BELL

Every so often a bell appears in the sky. If you should see one of these, you're advised to grab it. The benefits of doing so are twofold. First of all, you're whisked off to a bonus screen where you jump to and from a number of small clouds which disappear as you touch them. The more clouds you reach, the higher your score at the end of the round. The second handy feature of the bell is that it teleports you a short distance forward through the level. Useful, eh?



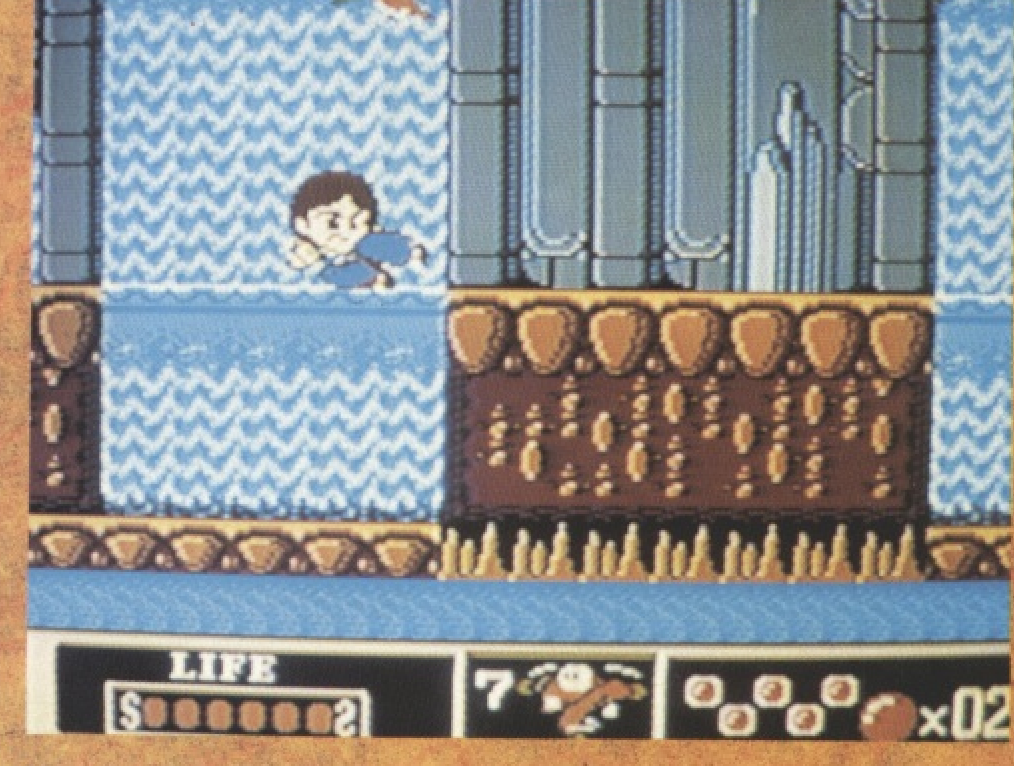




▲ Behold! The tiger!



▲ Jackie fires missiles!



▲ Jackie kicks ass in the water level.



COMMENT



RAD

If it were to reach the standard of the films, Jackie Chan's Action Kung-Fu would have a lot to live up to. When I heard it was another platform game I must admit I was fearful for it's quality. Luckily my fears were never realised and Action Kung-Fu is a fab game. The balance between fighting and platforming is set perfectly, so that both are equally challenging and varied. The difficulty level is set just right too. It's easy enough at the beginning, but it gets much tougher. True, you are given a lot of continues, but they're accessed on the title screen so a lot of the temptation is removed. Graphically Action Kung-Fu is a treat. The sprites are large and well animated with a number of humorous touches and the scrolling is smooth. Jackie Chan's Action Kung-Fu is definitely original enough to set it apart from all the other NES platform games, so you'd be well advised to give it a go.

▼ Jackie has a pained expression as he lands on a super-sharp spike!



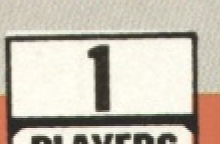
▼ Other kung-fu experts are no match for Jackie.

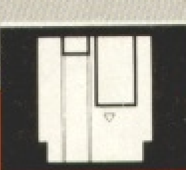
▼ Jackie faces up to an evil boss!

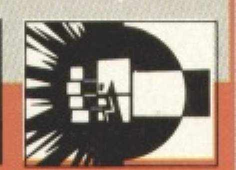




BY: NINTENDO
PRICE: £39.99
RELEASE DATE: MARCH
GAME DIFFICULTY: MED
LIVES: 1
CONTINUES: 7
SKILL LEVELS: 1
RESPONSIVENESS: SUPERB







PRESENTATION 70%
Nice attract sequence and intro, but no options.

GRAPHICS 89%
Large, fluid and flicker-free sprites, detailed backgrounds and smooth scrolling compliment things well.

SOUND 83%
An atmospheric Oriental-style tune plays throughout and the effects are quite good too.

PLAYABILITY 94%
The action is fast and furious, the controls are responsive and it's just difficult enough to be challenging without being frustrating.

LASTABILITY 92%
There are a lot of continues, but you need them. The map is huge and the game is no walk in the park.

OVERALL 93%
A superb, highly addictive platform beat 'em up. Punch and kick your way to your local software dealer and buy it immediately.



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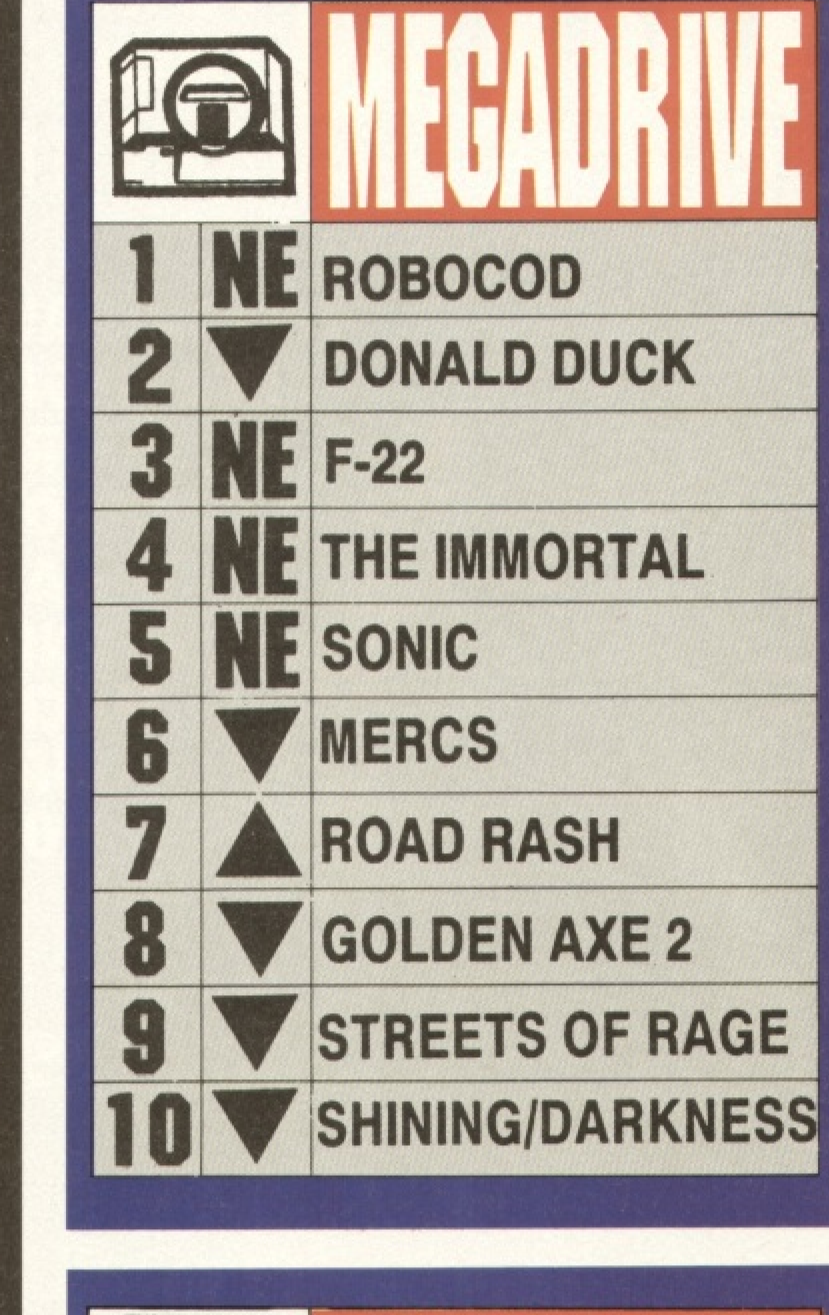
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TOP 10 CHARTS



		MEGADRIVE
1	NE	ROBOCOD
2	▼	DONALD DUCK
3	NE	F-22
4	NE	THE IMMORTAL
5	NE	SONIC
6	▼	MERCS
7	▲	ROAD RASH
8	▼	GOLDEN AXE 2
9	▼	STREETS OF RAGE
10	▼	SHINING/DARKNESS

MEGADRIVE

Plenty of new arrivals in this month's charts - all of them courtesy of Electronic Arts. Robocod deservedly takes the top slot ousting Donald Duck. F-22 and The Immortal also make their presence known.



▲ *F-22 arrives high in the chart!*



▲ *Robocod takes pole position!*

		GAMEBOY
1	◀	SUPER MARIOLAND
2	RE	DOUBLE DRAGON
3	◀	F-1 RACE
4	▲	TURTLES
5	▲	BUGS BUNNY
6	▲	GREMLINS II
7	▼	DUCK TALES
8	▼	ROBOCOP
9	▼	BATMAN
10	NE	PAPERBOY

GAMEBOY

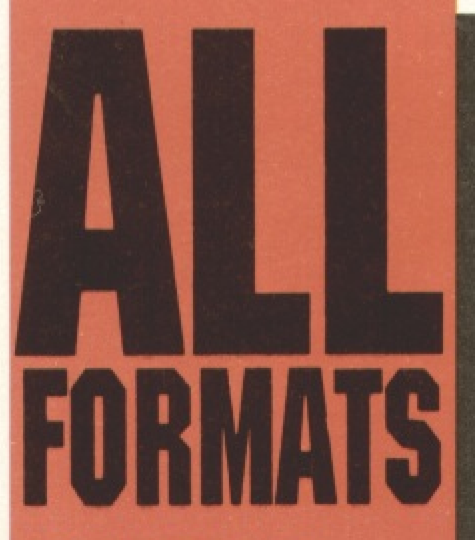
Only Paperboy arrives as a new entry in this month's Gameboy chart, with the positively ancient Double Dragon mysteriously re-entering at number two! Maybe something more exciting will occur in time for next month's charts.



▲ *Robocop's still doing well for himself.*

PREDICTIONS

MEGADRIVE: ROBOCOD
MASTER SYSTEM: SONIC
NINTENDO: STAR WARS
GAMEBOY: MARIOLAND



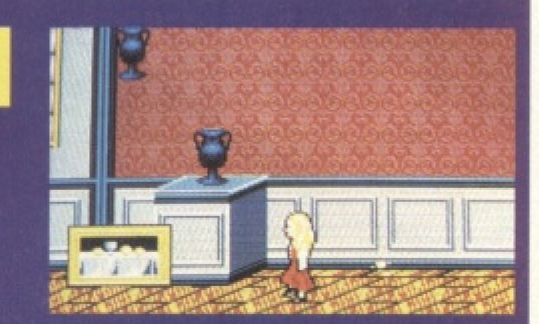


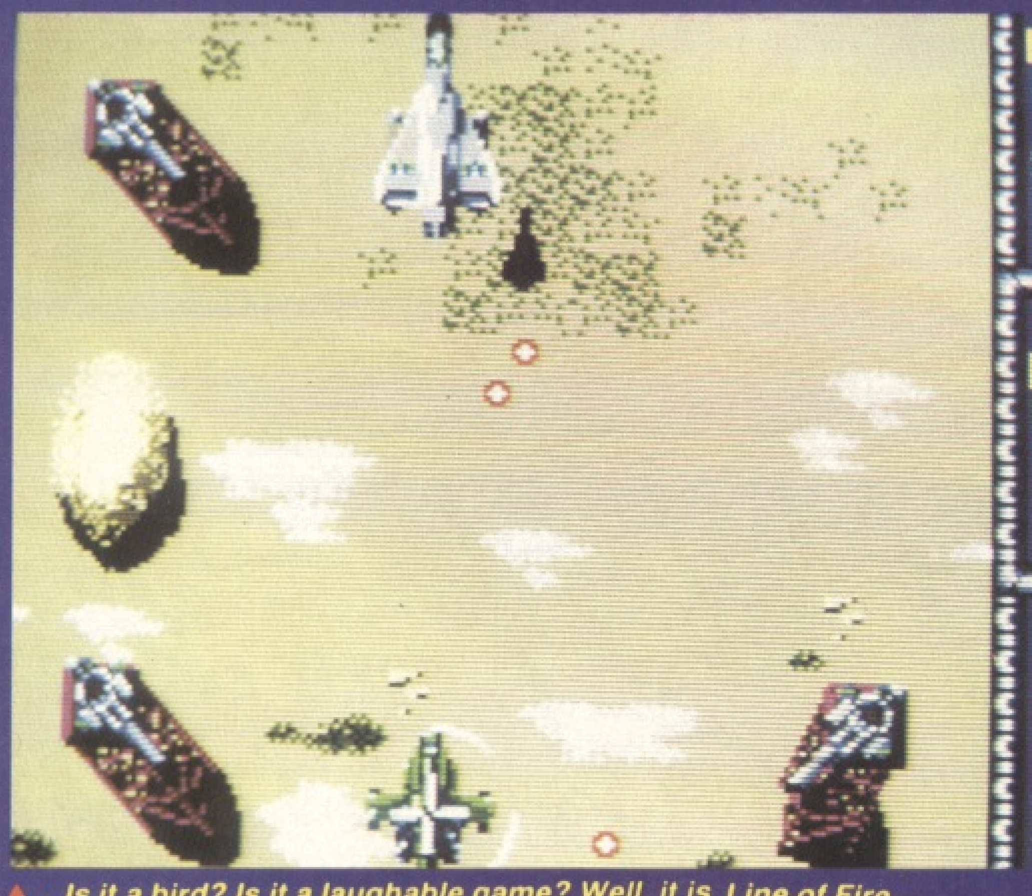
SEGA

1	◀	SONIC
2	◀	DONALD DUCK
3	▲	MERCS
4	▼	XENON II
5	▲	POPULOUS
6	▼	BONANZA BROS
7	▲	G-LOC
8	▲	LINE OF FIRE
9	▼	LASER GHOST
10	◀	LEADERBOARD

SEGA MASTER SYSTEM

Not much in the way of new entries this month in the 8-bit Sega charts. Once again, the boy Sonic keeps a firm hold of the number one slot, leaving last month's new entries to battle it out lower down the charts.



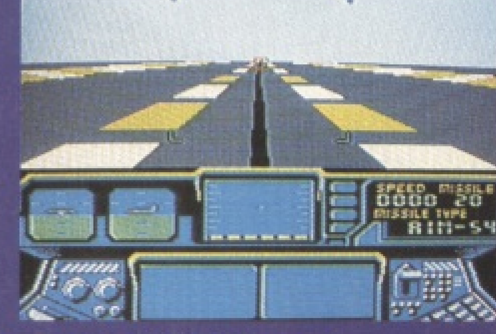


▲ *Is it a bird? Is it a laughable game? Well, it is Line of Fire.*

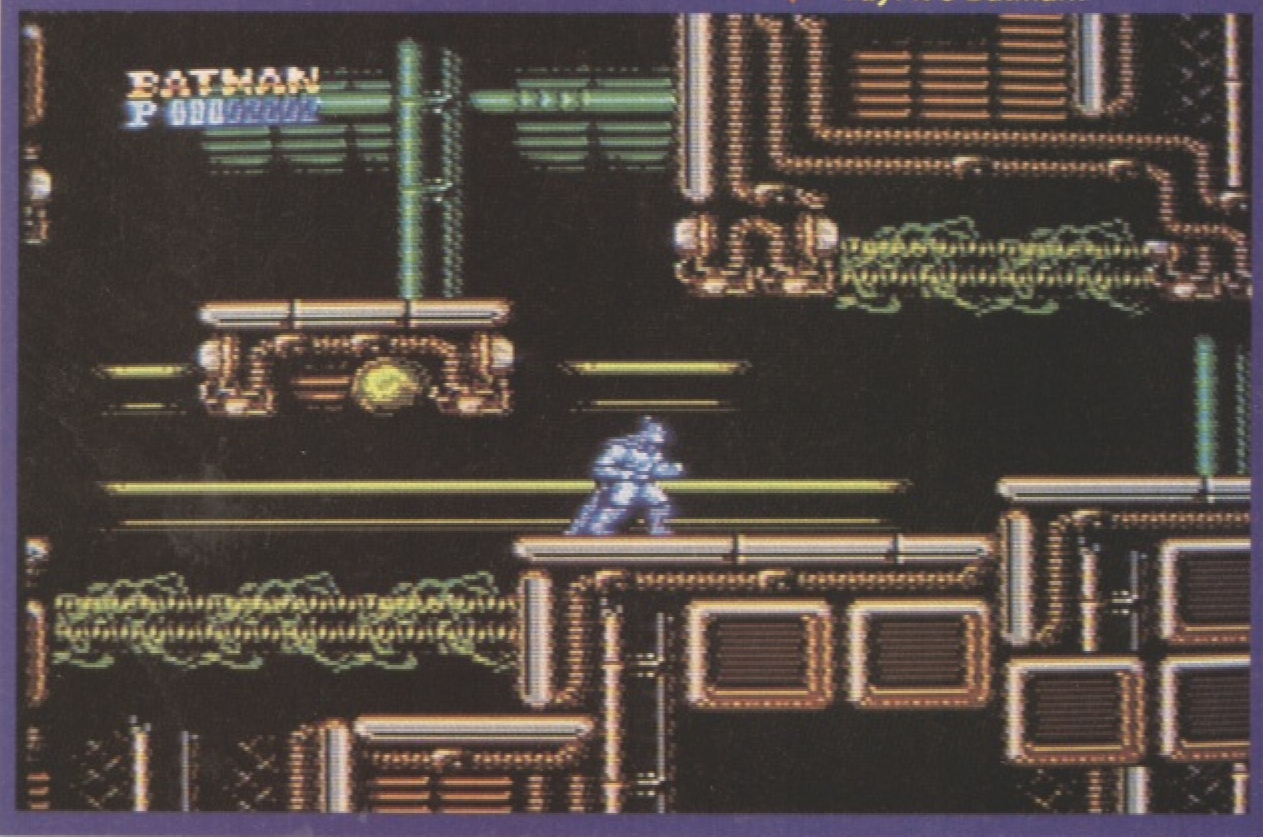
NINTENDO

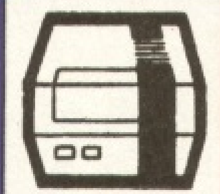
Super Mario Bros III remains at the top of the charts with The Simpsons and Duck Tales close behind. Surprisingly enough, Mario II returns to the chart followed by the dire Top Gun II. Perhaps there will be some more new stuff next month...

▶ *Against the odds, Top Gun II isn't doing badly.*



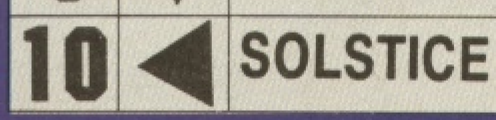
▼ *Yay! It's Batman!*





NINTENDO

1	◀	SUPER MARIO III
2	◀	THE SIMPSONS
3	▲	DUCK TALES
4	▲	SUPER MARIO II
5	NE	TOP GUN II
6	▼	GREMLINS II
7	▼	LINK
8	RE	BATMAN
9	▼	WWF
10	◀	SOLSTICE









▲ A close encounter with a lorry!

TURBO-RELATED SKYLARKING



A quick stab of the C button on your trusty joypad siphons pure nitrous fuel straight through to the Ferrari's engine, making for some explosively fast acceleration. Understandably, such tomfoolery has a tendency to heat your engine up to critical levels, even though there's a fire-spewing rocket exhaust at the back of the car. But beware because should your engine reach OVERHEAT levels, you have to wait until it cools down before you can use the turbo again.



You've just taken delivery of a Ferrari F40 - the ultimate in limited edition sports cars. So what you are going to do with it? Polish it daily and look after it with tender loving care? No, of course not. Since you're a cool dude (who prefers skid marks on the road rather than in your underwear), you're going to viciously hack off the roof and roast the engine by burning along the roads of America in the fabled Turbo Outrun competition.

This wheel spinnin', engine ruinin' contest involves driving your Ferrari along 16 sprite-based 3D stages and literally outrunning the competition! This comes in the form of normal traffic like Minis and Juggernauts along with vehicles taking part in the contest, like Porsche 959s and other high-powered sports cars.

There are only two problems. First of all, you must complete each stage in an allotted time period or you are instantly disqualified from the Outrun-related proceedings. The second problem comes in the form of the US law enforcement officers, who see your high-speed shenanigans as being in some way harmful to the other law-abiding road users.

So put your foot to the floor and burn rubber!

SELECT TRANSMISSION

There is a choice of two gearboxes at the beginning of Turbo Outrun. The manual 'box leaves control of the transmission to you. Thankfully, your Ferrari only has two gears (low and high), so deciding when to change up or down shouldn't be that difficult. The softer option is the automatic gearbox. Unsurprisingly, this changes gear for you automatically (hence the name).

SELECT TRANSMISSION 0





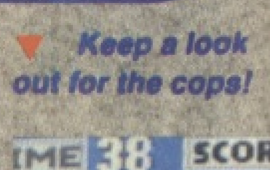




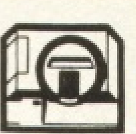
▲ Nice car, eh?

▲ Let's go!

▼ Keep a look out for the cops!

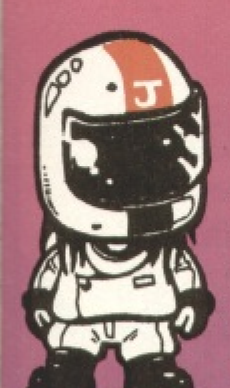






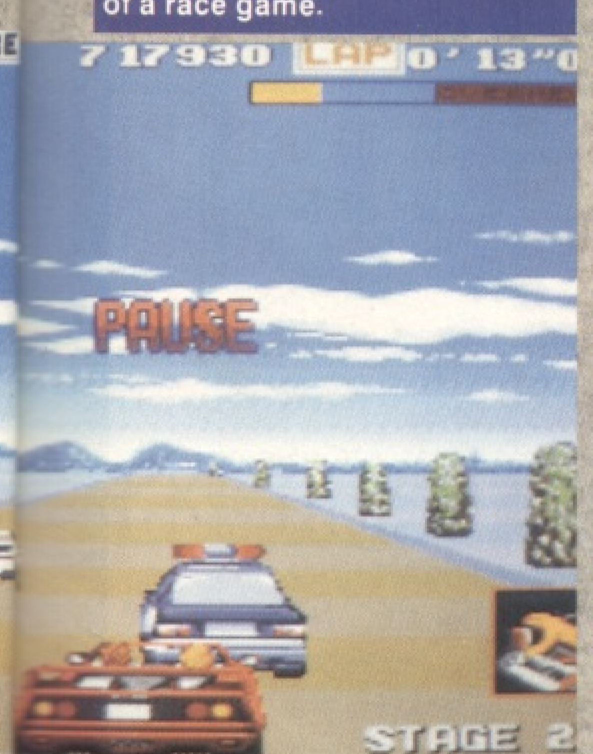


COMMENT



JULIAN

After the sad racing debacle that was called Outrun, I was looking forward to Turbo Outrun, hoping that Sega had learned from the many errors made in the original version and made this sequel a true representation of the classic arcade race game. I came away with my hopes horribly dashed. Apart from the fact that it's harder than Outrun (not difficult to improve upon since even a complete doze could finish it on their first go), every aspect of Turbo Outrun is worse than its predecessor. Hopeless, mega-jerky 3D graphics, juddery scrolling, dreadful tunes, naff sound effects and badly drawn sprites make for a sad first impression, and hopeless car handling, poor playability and the fact that all five levels of play seem to be exactly the same make those first impressions last. And if that's not enough, the shape of the tracks, background graphics and other car sprites bear no resemblance whatsoever to their arcade counterparts - this is Turbo Outrun in name only. If you're after racing excitement, check out Super Hang-On, Super Monaco GP or Road Rash - or alternatively wait for Super Monaco GP II. Whatever you choose, it'll be miles superior to this clapped out Robin Reliant of a race game.





Use your turbos in Indianapolis.

UPGRADE THRILLS

At the end of every four stages, there is a free automobile upgrade kit waiting for the successful Turbo Outrun contestants. Three different kits are on offer.



ENGINE: This fuel guzzling souped-up engine powers up the top speed performance of your car quite considerably.

TYRES: The special formula rubber that makes up these tyres aids your Ferrari's road handling. Very useful.







TURBO: The turbo upgrade boosts the potency of your nitrous oxide injection - making for even more staggering acceleration!

COMMENT

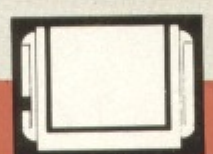
RICH

The original Outrun was a real disappointment - I mean, it had the graphics and sounds of the real thing, but the gameplay was sadly lacking. With Turbo Outrun, the programmers had an opportunity to put things straight. Unfortunately, they've flushed that chance straight down the toilet with this completely inept driving game. The visuals are just pathetic with jerky, unconvincing movement and malformed scenery. The car sprites look like misshapen, twisted renditions of the coin-op's. The sound is truly tragic, boasting discordant, jarring effects and cacophonous, grating music. All could be forgiven if Turbo Outrun played well but unfortunately, the game has many flaws. Perhaps the most glaring one is that the Ferrari handles nothing like its coin-op equivalent and you're often spent spinning off the wrong because of the cack-handed collision detection. The difficulty levels are also unbalanced with some levels being simple to complete and others seemingly impossible. I always thought that the point of coin-op conversions was to bring the arcade game to the smaller screen - and in this respect Turbo Outrun is a complete failure. Go for Road Rash and Super Monaco GP and put all Turbo Outrun-related thoughts out of your mind.



BY: SEGA
PRICE: £34.99
RELEASE DATE: MARCH
GAME DIFFICULTY: EASY/MEDIUM
LIVES: 1
CONTINUES: NONE
SKILL LEVELS: 5
RESPONSIVENESS: POOR







PRESENTATION 44%
Pretty poor overall, although the highscore screen is quite nice.

GRAPHICS 43%
The sprites are reasonable, but the backdrops range from awful to barely average. The 3D effect is also very poor.

SOUND 42%
The Megadrive "interpretations" of the coin-op's tunes are shallow and twee,

PLAYABILITY 47%
A bungling, unresponsive control method makes Turbo Outrun a shambles to play...

LASTABILITY 38%
...and the uneven, unrewarding gameplay and stupid difficulty settings result in it being placed on the scrapheap very quickly.

OVERALL 42%
A big, big disappointment. Turbo Outrun looks similar to the coin-op, but plays nothing like it.

HOTLINES

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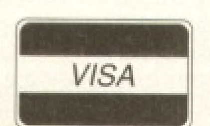
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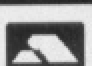
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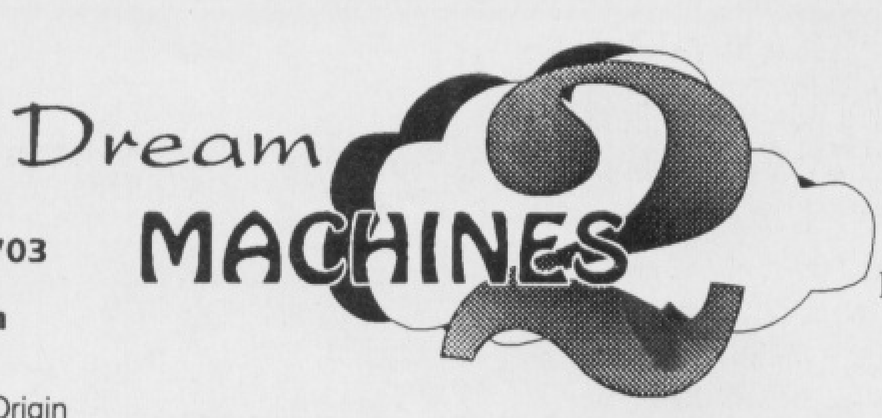
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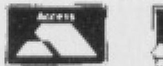
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Many years ago there was a desolate wasteland called Karg. Nothing grew there, but strangely there was a motley human population. A passing god known only as Nexus saw this land and took pity on its inhabitants, transforming the desert into a lush valley of prosperity.

Sadly, Nexus had forgotten all about his night out with his pal Void the demon. Perhaps understandably Void was more than a little miffed to find his supposed mate gallivanting off creating new societies instead of joining him for a game of snooker and a meat pie.

This is the reason why the inflamed Void saw fit to wreak sixty-six years of cruel vengeance upon Nexus' people by stealing the Rod of Power. This minor incident escalated beyond the tiff stages and led to Nexus and Void partaking in a bit of fisticuffs. During this battle the rod was broken in two, and for some strange reason the two deities decided to turn each of their halves into rings, to prevent the other from gaining total control.

So what has this got to do with you?

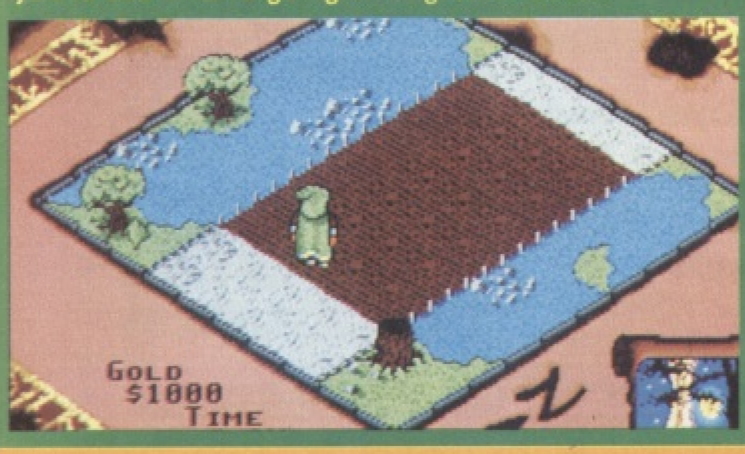
Well, you are Buc, top sorcerer, who must now gather your party of fearsome warriors, recover all the lost rings and return them to Nexus assuring freedom and fabness for all eternity.

This task is performed in isometric view, with your characters roaming around the environment in a similar way to that seen in the Immortal. Spells must be learned, characters conversed with and battles won before your quest is out.

ARTY ANGLES



There are two modes of view in Rings of Power. The first is a general overview which shows your movements on a large-scale isometric map. You may move in any of four directions searching for vital clues to the whereabouts of each ring. If you should chance across a building of some description and decide to enter it, the view zooms in. The action is still viewed isometrically but on a much smaller scale, allowing you to see what is going on in greater detail.





▲ *Plenty of RPG-related action here!*



▲ *The map of the land.*



▲ *A close-up view of our hero.*

RINGS OF POWER

COMMENT



RAD

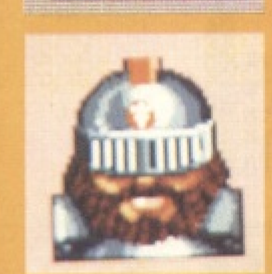
It's strange how Rings of Power has all the ingredients of a deep, playable RPG but is still a pile of old trousers. I'm not RPG-bashing, far from it, it's just that all I see in Rings of Power is wasted potential. A lot of effort has obviously gone into the design but the implementation is shoddy, slow, dull and frustrating. Combat, for instance is usually a case of instant death in auto mode or death in a few rounds in manual. The movement is unresponsive and jerkier than Pee Wee Herman at a film festival. The title screen and before-game presentations offer a lot but the game fails to fulfill the promise. Once you get past the intros, graphics and sound take something of a dive, as does the gameplay. With any luck Rings of Power will have a sequel where as much care is put into the programming as went into the design, but as for this game, even the most die-hard adventure gamers will be very disappointed.



DON'T BE SO SORCERY

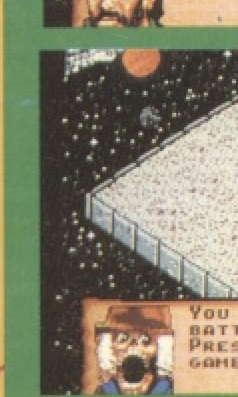
Your party consists of six wizards, each trained in a different art of sorcery. You are a sorcerer, the general all-purpose wizard with few specialist spells but a wide variety of handy low-power spells. Knights have a number of particularly nasty combat spells, such as Rend and Sever. Archers have mastered metaphysical kinetics and as a result can impose great forces (such as sharp magical arrows) onto (or into) their enemies. Necromancers have mastered arts which can either damage or heal bodies, or at great levels even raise the dead! Enchanters can change matter (including themselves) from one form to another which allows them to pull off handy stunts such as creating a pool of water underneath some enemies, thus drowning them. Finally there are conjurers, known for their ability to bring matter through from other dimensions for their own use.







◀ *Three of your magicians.*









BY: NAUGHTY DOG

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SKILL LEVELS: 1
RESPONSIVENESS: SL-O-O-O-W







PRESENTATION 80%

Smart title screen, intros and detailed story screens accessible from the options screen.

GRAPHICS 64%

Dull, poorly deformed sprites. Shambolic scrolling and hardly any animation. The backgrounds are hideous as well.

SOUND 31%

Crummy (out-of) tune plays throughout unfortunately, and the effects do nothing to lift the aural gloom.

PLAYABILITY 42%

Slow, unresponsive and frustrating. It's hard to make your characters do what you want them to and it's not much fun when they do.

LASTABILITY 60%

Rings of Power is a big game, that's for sure, and it's not easy either. Unfortunately it's so bad that you probably won't want to bother.

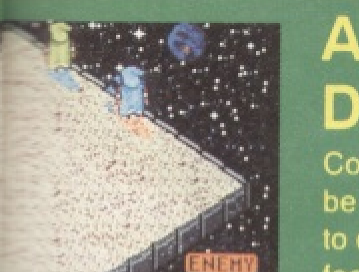
OVERALL 41%

A brave attempt a Dungeons and Dragons-style adventure game which is spoiled by poor programming.

COMMENT

JULIAN

The concept behind Rings of Power is a good one, but sadly somewhere between the drawing board and the finished product something went wrong, and the end result is a very whiffy RPG. Sad, jerky scrolling, a hopeless combat system, unfunny jokes, tortuously slow gameplay, feeble graphics and ear-rendingly awful sound ruin the great ideas behind the game and make it a real mess to play. Even the biggest role-playing fan will find this a chore - my advice is to check out the other RPGs in the EA range. There are plenty available that are miles better than this.



AUTOMATIC DEATH AKIMBO

Combat in Rings of Power couldn't be simpler. In fact you don't have to do anything at all if you don't feel like it. That's because there are two combat modes in RoP. The first is automatic, which selects the spells for each of your characters and acts as appropriate. The second is (surprise, surprise) manual where you must do all your own spell choosing. It's generally a good idea to stick to manual though, as once on the Astral planes of battle the computer tends to lose its head and get you killed.

SHEKHANA

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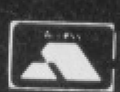
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MEGADRIVE



REVIEW

WONDERBOY IN MONSTERLAND

Poor old Wonderboy. First off, his girlfriend gets kidnapped by an evil demon, then a dragon king threatens to destroy his people. After that he gets transformed into a small dragonette and has to fight the dragon king again to regain his human form. Now he's got back to his village to find - guess what - it's been overrun by evil monsters from the north! Aaaagh!

Still, he's still got all his sword-swinging platform-jumping abilities intact, and you can be sure he'll be using them to their full extent in this, the fifth installment of the Wonderboy saga.



▲ Wonderboy versus Miconid!





▼ An epic confrontation between boy and monster!

CHAT EVERYONE UP

The most significant advancement made by Wonderboy is his conversational ability. Talking to people around the village is as essential to his progress as handling his chopper. For starters, there are many shops along his travels which allow him to equip himself with far better gear than the piffling amount he begins with. Then there are a important clues as to the whereabouts of items, spells or people who can help him which are only revealed by talking to the right people. The simple rule is talk to everyone.



SAVE GAME



Wonderboy in Monster Land is a big game. So much so that it comes with a battery back-up, so that you can save your game and continue later. This is done by visiting the inn in the village. Spend the night there and not only is your energy fully replenished but you're offered the option of saving your game.







▲ *Use your magic here!*

Wonderboy's other new skill is his mastery of magic. Wonderboy has learned to cast a number of spells - namely Firestorm, Thunder, Quake, Power, Shield and Return. The first three are offensive spells used to damage opponents, Shield guards Wonderboy for a short time, Power restores damage done to the youngster and Return is a special spell whose use only becomes apparent at a later stage in the game...

QUEENS AND FAIRIES

Wonderboy isn't alone in his quest. Should he meet the Queen Elenora of the Cloud Kingdom, she dispatches one of her fairies to go with him and help out. She does this by, er, hovering over monsters' heads and casting twinkling lights around them. Really useful. However, she does, at random intervals, drop life-up hearts in Wonderboy's path, allowing him to restore his flagging energy bar.

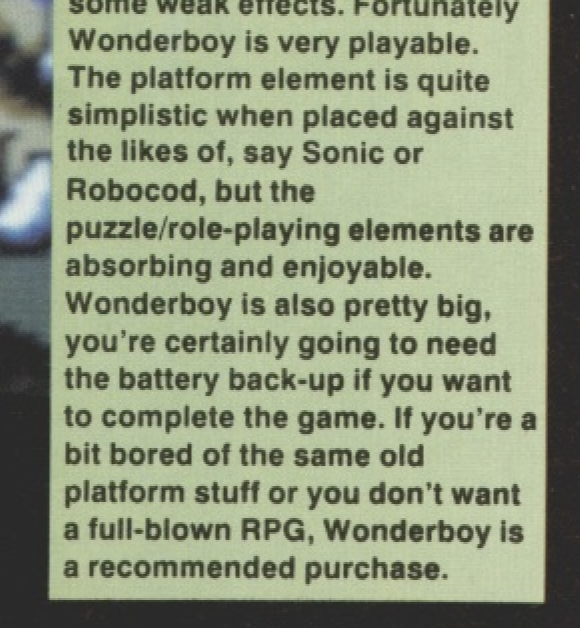


COMMENT



RAD

I was quite disappointed with Wonderboy in Monster Land when we got the Japanese version in a couple of months ago. It's quite easy to see why, now, as the masses of Japanese text meant that a lot of important clues were overlooked and the game was rendered completely unplayable. As you may expect, the official English version doesn't have this problem, so how does it fare against the multitude of other Megadrive platform games? To start with, the graphics are nice, the sprites and backgrounds are highly colourful and detailed, although the animation leaves something to be desired. The sound is laughably limp with a pseudo-tune lisping its way along to the accompaniment of some weak effects. Fortunately Wonderboy is very playable. The platform element is quite simplistic when placed against the likes of, say Sonic or Robocod, but the puzzle/role-playing elements are absorbing and enjoyable. Wonderboy is also pretty big, you're certainly going to need the battery back-up if you want to complete the game. If you're a bit bored of the same old platform stuff or you don't want a full-blown RPG, Wonderboy is a recommended purchase.





▲ *Each character in the game has a unique line of conversation.*



▲ *Wonderboy gets tooled up*

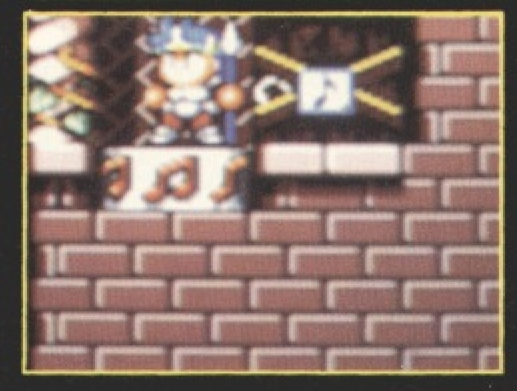


COMMENT



JULIAN

Although the graphics aren't brilliant and the sound falls woefully short of the standards you'd normally expect from the Megadrive, Wonderboy in Monster Land is both absorbing and addictive - all thanks to the marvellous playability. The challenging platform action and the tricky but logical puzzles combine together with the game's enormous size to give massive depth of gameplay. There's tons to discover, and the game's many original features and novel concepts keep you playing just to see what's around the next corner. If you're looking for a platform game that'll keep you playing for weeks rather than days, this should be put at the top of your list.





HOW TO PLAY WITH YOUR THING

Easily the most important character to take notice of is Sonia, found in her house in the village. Not only does she reveal the whereabouts of Queen Elenora but she also gives the location of the essential musical instrument used to open doors in the monster hideout and she teaches you how to play the thing!

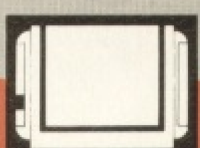


WONDER BOY™ IN MONSTER WORLD™
PRESS START BUTTON
© 1991 SEGA
ORIGINAL GAME
© 1989 WESTONE CO.,LTD

BY: SEGA
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: SAVED GAMES
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 80%

No options, but the in-game presentation is excellent.

GRAPHICS 78%

Chunky, colourful sprites and backgrounds. The scrolling is smooth, but the animation is poor.

SOUND 53%

Oh dear. The tune is feeble and pathetic to say the least, and the effects follow suit in their ghastliness.

PLAYABILITY 87%

Absorbing and involving puzzle elements go along with Wonderboy-style platform action to make this instantly interesting.

LASTABILITY 89%

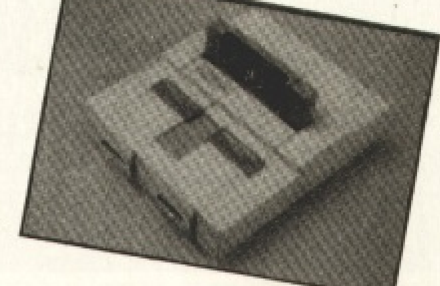
Some of the puzzles take a bit of work to solve, and there's enough of them to ensure Wonderboy won't be completed in a hurry.

OVERALL 88%

An interesting and intriguing meld of puzzle, role-playing and platform action which should keep Wonderboy fans happy for weeks.



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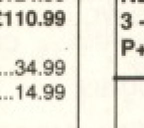
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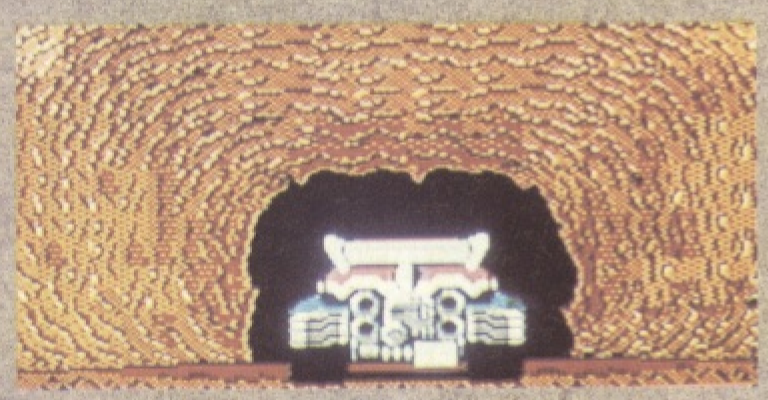
BLAS MAS

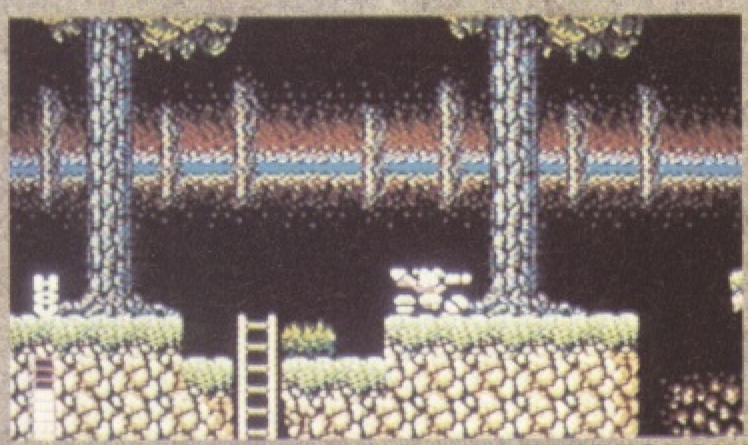
Life is full of problems for young Jason. His life took a distinct downturn from the moment his beloved pet frog escaped into the garden. This alone would have been bad enough, but then the unfortunate creature happened to jump into the barrel of atomic waste stored at the end of the lawn. Such a sudden and huge exposure to radiation caused something of a change in his froggy metabolism and the slimy amphibian began to grow into a creature of Digby the Biggest Dog in the World-ean proportions. To complete his master's misery, the green-skinned wonder then hopped down a hole to a dangerous underworld of sewers, robots and death traps.

Not wanting to lose his pride and joy, Jason immediately followed his Kermit-like chum into the rift, braving whatever dangers should face him.

Luckily Jason is not defenceless. At the bottom of the deep shaft the boy discovered an alien tank waiting for him, complete with a full set of body armour and complement of personal weapons!

Blaster Master is based on a book about the adventures of Jason and his tank in an underground world hitherto unseen. The game is split into two parts. One is a four-way scrolling platform game in which you control the tank. The second gives you command of Jason himself as he enters sewerage drains in his search for the missing frog.



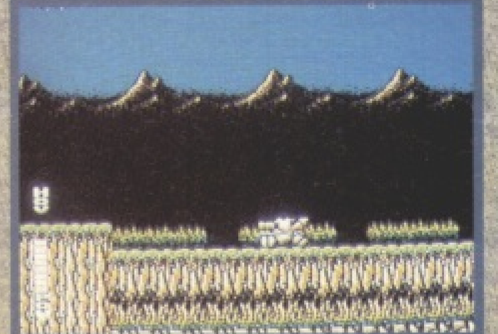


Plenty of tunnel-burrowing activity in this action-filled picture.

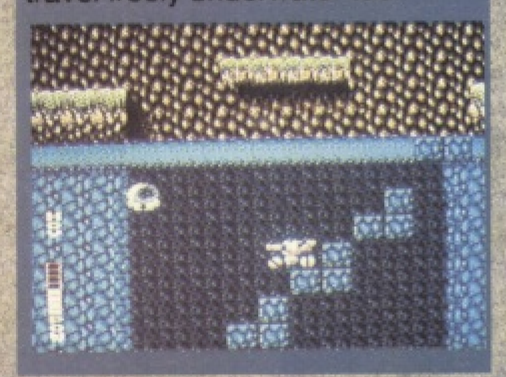


The boy investigates that amazing H icon.

WELCOME TO HIKE IT

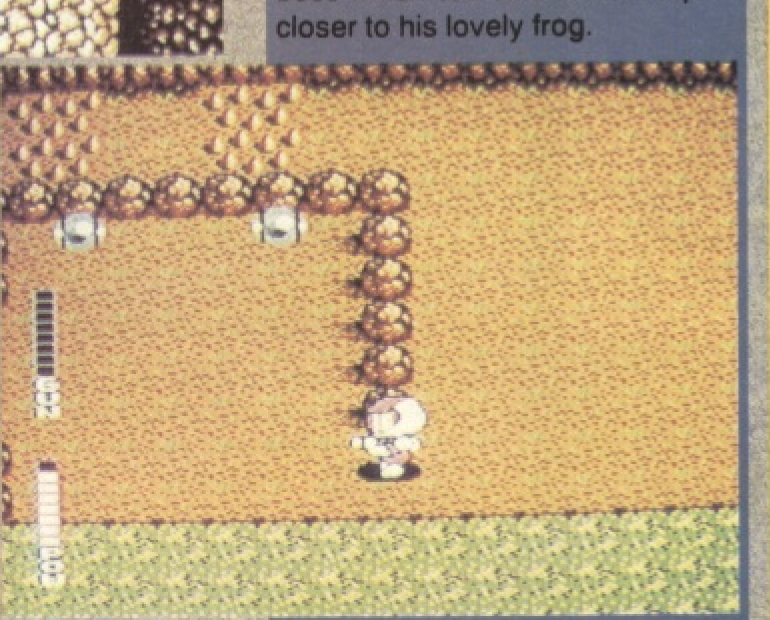


The game kicks off with you in your tank scouring the underworld for drain entrances. Your tank is quite an agile number and is capable of jumping around and turning on a sixpence. It also has a rather large gun which can be fired to the fore, at a forty-five degree angle to the sky or straight overhead for accurate blasting mayhem. Not only this but it can travel freely underwater too!



TUNNEL OF LOVE

When Jason nears an entrance to a tunnel, press the SELECT button to have him jump out of his vehicle in readiness to go through the door. When he enters the tunnel the view changes from the normal scrolling platform scene to a three-quarters overhead view in which Jason runs around searching the landscape for bonuses, extra weapons and the boss which can take him a step closer to his lovely frog.



A SMART INTRO



1 One boy and his frog. Aaah!

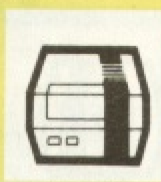
2 A desperate bid for froggy freedom.



3 Oh no! Not the radioactive waste!



4 It's just too late for the hapless amphibian.

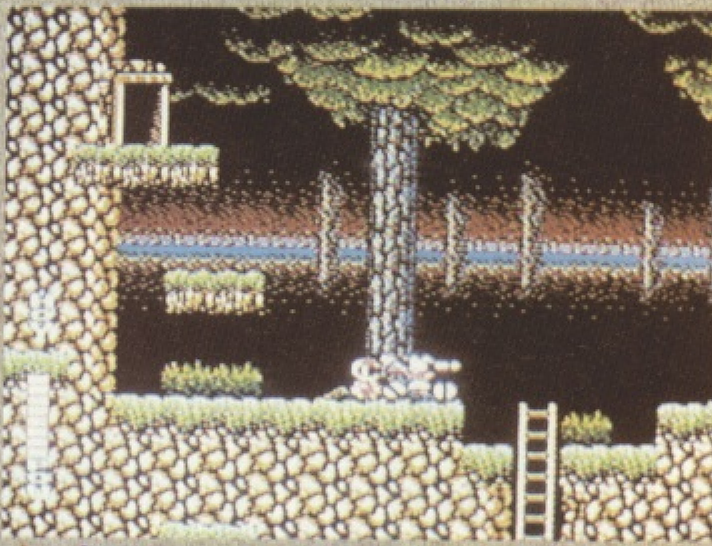


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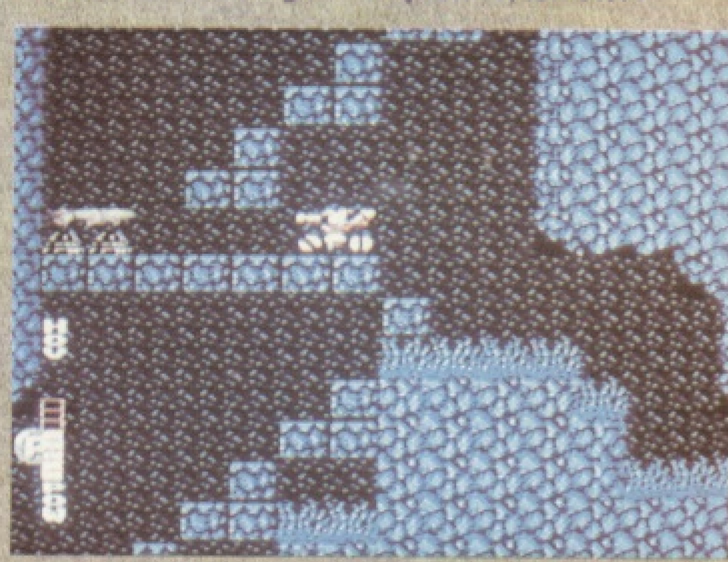
COMMENT



After numerous cancelled release dates, Blaster Master is finally about to hit the shops - and about time too! It's an absolutely brilliant platform/adventure game which I've been playing on and off since we first got it in over a year ago. It's packed full of excellent features, has superb gameplay and lots of neat touches - the way the tank moves and works is great! What kept me playing was the sheer size of the game - there's loads in there to discover, from secret screens to alternative routes around the map, and every time you play you seem to find something new. Blaster Master is definitely the best platform/exploration game seen for months and should be put at the top of your shopping list.



An astounding action picture, isn't it?



Plenty more tank-related thrills and spills abound

Plenty of Nintendo games have ace intro sequences, and Blaster Master is another fine example, as this sequence of pictures illustrates.



5 Look out for that conveniently placed tunnel!



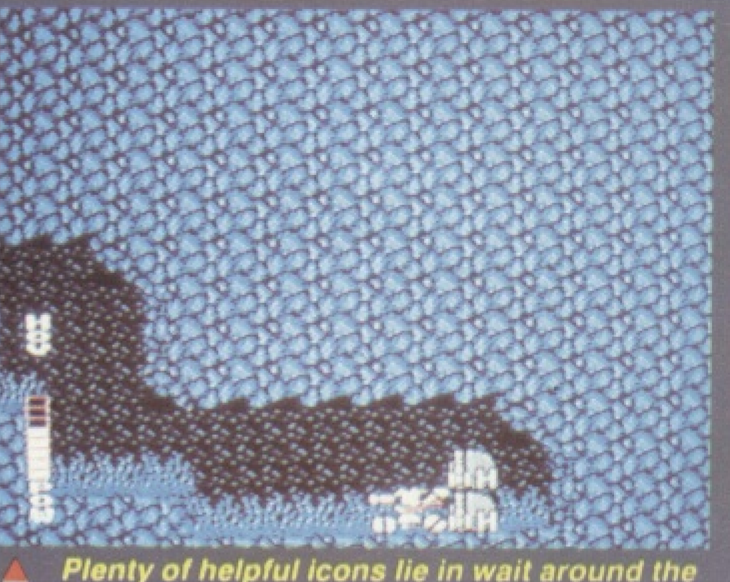
6 Faithful Jason follows his chum.



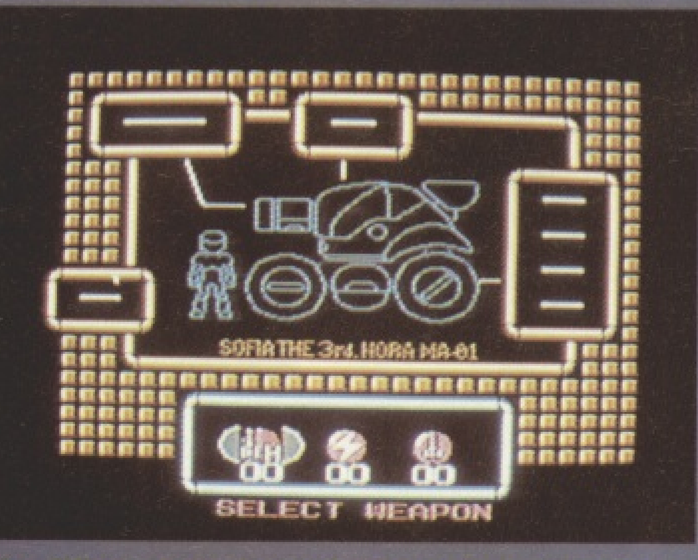
7 Tank joy-riding japery ahoy!



8 Grimly determined, the boy sets out.

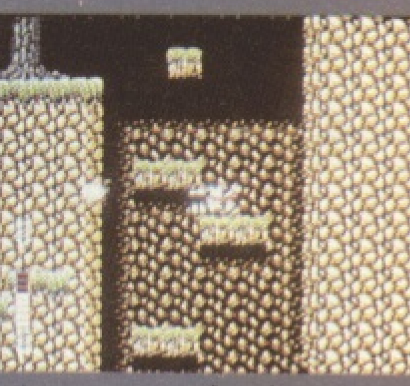


Plenty of helpful icons lie in wait around the scrolling levels.

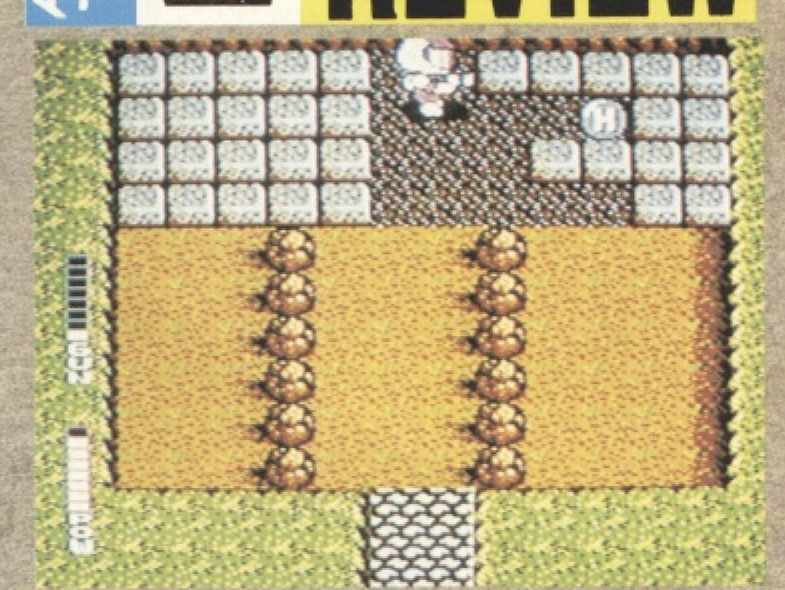


What a completely mega picture of your tank!

ROCKETRY HORSEPLAY



Although the cannon which the tank possess is useful enough, it pales in comparison to the other weapons which are available if Jase is lucky enough to collect them. Lightning bolts are the feeblest. These surround the tank in swathes of electricity. This weapon is powerful enough but the range is limited. Homing rockets are also there for the asking. These intelligent mega-missiles latch onto the nearest prey and follow them to the bitter end. Missile barrages are another handy tank bolt-on. Collect this icon and four rocket pods are activated allowing you to wreak mass destruction on all and sundry.



Our hero enters another dangerous level.



Another danger-packed screen

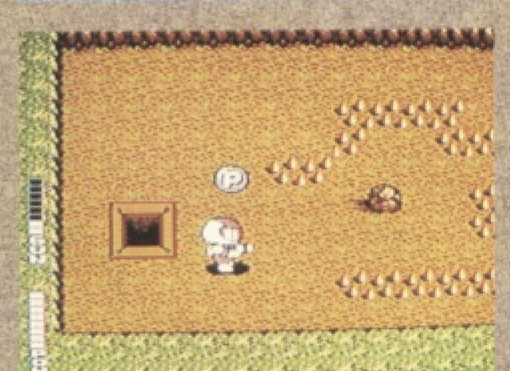


COMMENT



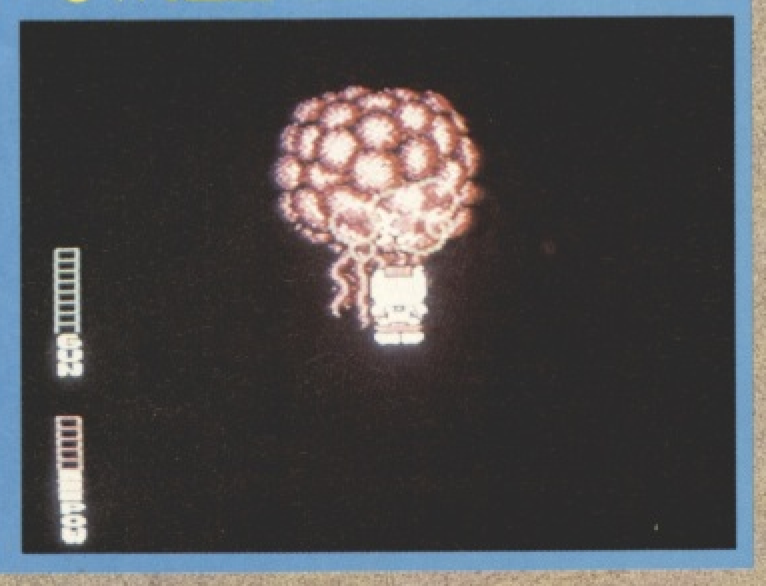
RAD

Blaster Master was released in Japan and America some time ago and now it's finally reached these shores. It really was worth the wait because it's such an excellent title. The animated intro which tells the story is somewhat strange and things don't get any more sensible from there. Luckily the surrealism doesn't get in the way of the game itself. Blaster Master is a big game which takes some exploration. Even when you know the right way through a level there's always more rooms and bonuses to discover. It's also very enjoyable to play, there's lots to do and plenty going on at all times so the pace is always fast and frenetic. The cute graphics aren't as sickening as you might expect and add to the bizarre tone of the proceedings, with the accompanying sound effects and tunes promoting the atmosphere still further. Blaster Master is definitely one of the best of the current batch of NES games and should be added to your collection forthwith.



SWIZZ THAT BOSS

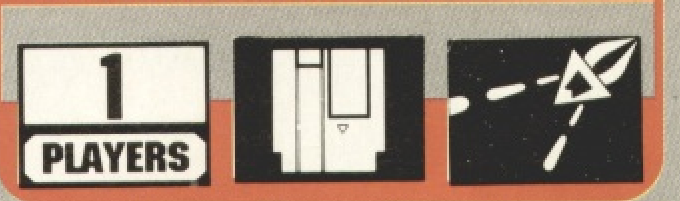
If Jason is to rescue his chum he must be prepared to cheat. The first end-of-level boss is a huge brain surrounded in tentacles. This cranial marauder takes so many hits to kill that his whirling balls of plasma often get the better of Jason. Luckily the boy has a infinite supply of grenades to add to his laser pistol. Fire one of these at the monster and pause the game. Watch how the explosion continues for as long as the game is paused! Do this a few times and your grey-matter related difficulties should present themselves no more.



Blaster Master

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SUN CORPORATION OF AMERICA
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BY: SUNSOFT
PRICE: £34.99
RELEASE DATE: MARCH
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: VERY GOOD



PRESENTATION 70%
Nice animated intro but no options. The in-game presentation is superb.

GRAPHICS 81%
The sprites are detailed, well animated and colourful and the backgrounds are unobtrusive.

SOUND 79%
The tune sets the mood of the game perfectly and there are some good effects to go with it.

PLAYABILITY 92%
There's lots to see and do, plenty of levels and loads of variety.

LASTABILITY 88%
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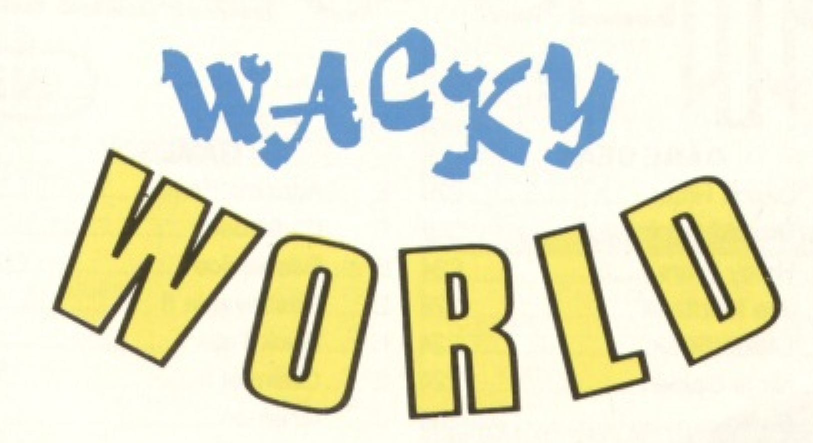
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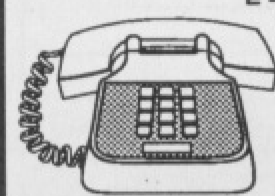
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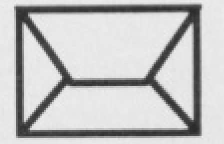
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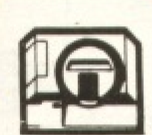
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TECMO WORLD C

Tecmo World Cup was quite popular in arcade form, mostly due to its arcade-style approach to the game. Technical aspects of the sport are lost in place of fast action and hundreds of goal attempts in the limited playing time.

The ball is passed with superb accuracy at the touch of a button, and shooting is done with another. When you're off the ball, the shoot button does a slide tackle which if timed correctly wins the ball from the opponent.

STORM IN A WORLD CUP

They don't call it Tecmo World Cup for nothing you know, because should you fancy tournament-related horseplay, the World Cup awaits! Take charge of one of twenty-four teams in your attempt to win that elusive statuette. The tourney is run in the same way as the real thing, with the first heat being decided on a points basis and subsequent rounds run as a knockout competition.

It's the "latter half" and Germany lead



COMMENT

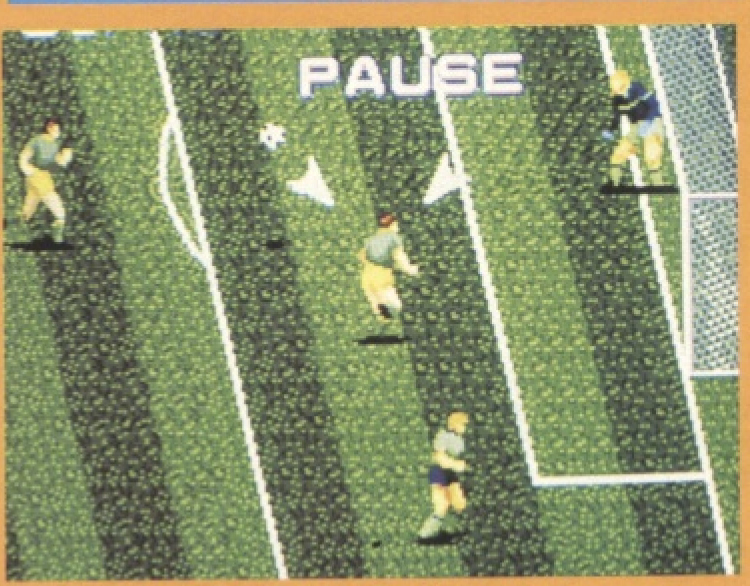
RAD

The Tecmo World Cup coin-op wasn't exactly inspiring (although it was quite fun for twenty pence), and this conversion fails to improve on its faults. The graphics are exceedingly bland in their two-dimensional jerkiness. The sound is limited to one effect and a Chesney-esque warble of a tune. What really puts the boot in is, of course, poor gameplay. The loose collision detection makes it impossible to run around opposing players and tackles are ridiculously easy to perform. This means the only way to score goals is to boot it right down field with a succession of long passes. The World Cup is also badly run. The first few rounds are far too easy and then the computer activates its "telepathy" mode, anticipating all your moves before your computer-operated players have a chance to react. Even in two-player mode Tecmo has lost all of it's appeal. Looks like it's still a case of hanging on for Super Kick Off.



BALL-KICKING TECHNIQUES

Professional footballers have made quite a name for themselves with their uncanny knack of kicking the ball in a number of ways. If you've always envied this, Tecmo World Cup gives you a chance to realise your dreams. Your on-screen players are capable of everything from standard short passes to chip shots, overhead kicks and banana shots! Unfortunately, the more complex moves require some practice and may even require the ball to be passed to a pre-positioned player from a specific angle!



And, yes! There's a good chance of a goal!



Will any one get near the ball?







CUP

▲ An awe-inspiring pic, yes?

▲ A sad solo effort.







▲ What is going on here?



▲ The ball looks very neglected.

COMMENT

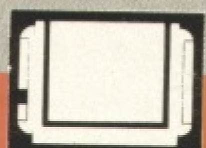
JULIAN

For three years the Megadrive had but one football game in its cartridge range, and that was the rubbish World Cup Soccer. Now there's a new one - the rubbish Tecmo World Cup. Yes indeed, it's big disappointment day for football fans as once again we're forced to wait for a decent game of the sport to appear on this machine. What's wrong with this one? Well, the graphics and sound are average, but it's the playability where the game falls flat on its face. For a start it's ridiculously easy to beat - I slaughtered it on the lowest level, then cranked it up to its highest difficulty setting and still stuffed it 2-0. Another problem is that it simply doesn't play like football. The best way to get the ball up the pitch is to continually press the fire button - the players pass to one another like magic - and when you're in the 18-yard area simply run at the keeper on a diagonal line and hoof it into the net. Tecmo World Cup is simply a very dull game which fails to provide footballing fun even with two players. Soccer fans should sit on the bench and wait for Super Kick Off.



BY: TECMO
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: VERY EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: LAME







PRESENTATION 76%
Quite a few options and static screens to interest you.

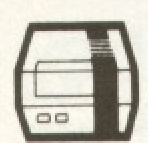
GRAPHICS 43%
The sprites are wooden and the backgrounds are dull - even for a football game!

SOUND 31%
Poor tunes and effects fail to generate any sort of soccer atmosphere.

PLAYABILITY 51%
The simplistic soccer action and the low, low difficulty setting makes playing this a doddle.

LASTABILITY 39%
Limited controls and lack of challenge destroys the single-player game, and the lame gameplay means that even the two-player mode gets dull quickly.

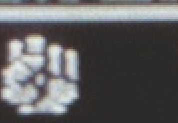
OVERALL 47%
A naff conversion of a poor arcade game which fails miserably as a football game.





▲ *The action's hotting up to almost unbearable levels here.*

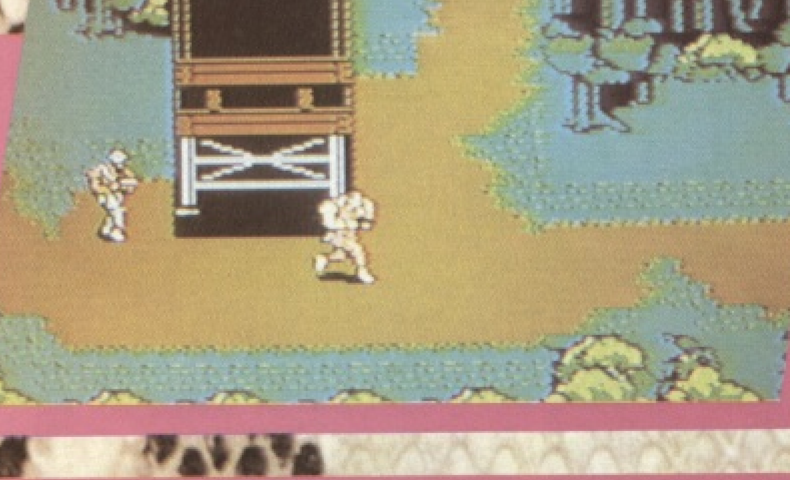
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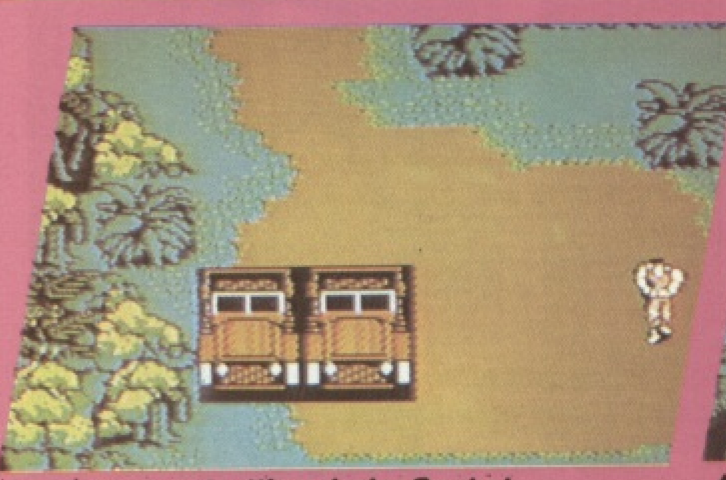




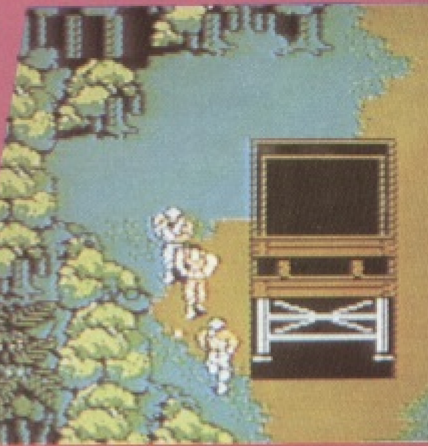
A message is received over the emergency frequency. "Lt. Snake," it says "the enemy have a new weapon with which to crush our defences. It's the Metal Gear II, an upgrade of the deadly killer war robot you destroyed three years ago in your last flick-screen arcade action game. Your mission is to attempt a sabotage operation in the same style as your last. Sneak in under cover of darkness, explore the four-way flick screen environment for hostages, rations, ammunition and equipment. Then you must break into the heavily guarded maximum security base in which the Metal Gear project is housed, destroy the prototype and demolish the base so no further evil mechanoids can ever terrorise the peace-loving populace of our country."

Never being one to disobey orders, you recruit two crack soldiers and set off deep into enemy territory to put an end to their vile plans of conquest once and for all.





▲ *A mean, strutting dude: Snake!*

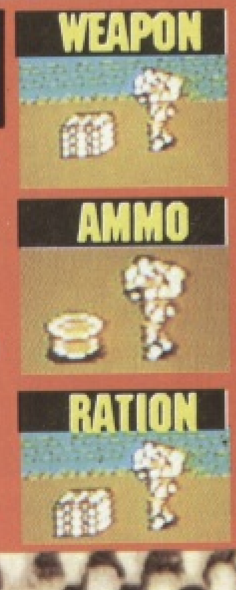


▲ *All together: "behind you!"*



COLLECT THE SET

At the start of his adventure, Lieutenant Solid Snake is equipped only with a knife, a handgun and a small number of bullets. However, after exploring only a few screens, Snake makes his first discovery - a pack of rations which restore his energy. Up to three of these packs can be held by Snake at any one time, meaning he should never be at a loss for lives. Other collectables include ammo crates providing up to fifty shots for Snake's pistol and a number of extra weapons, including a fantastic death-dealing machine gun!



▼ *The enemy feel true fear as Snake points at*



▲ *Snake's all alone in the jungle but something terrifying is sure to occur...*



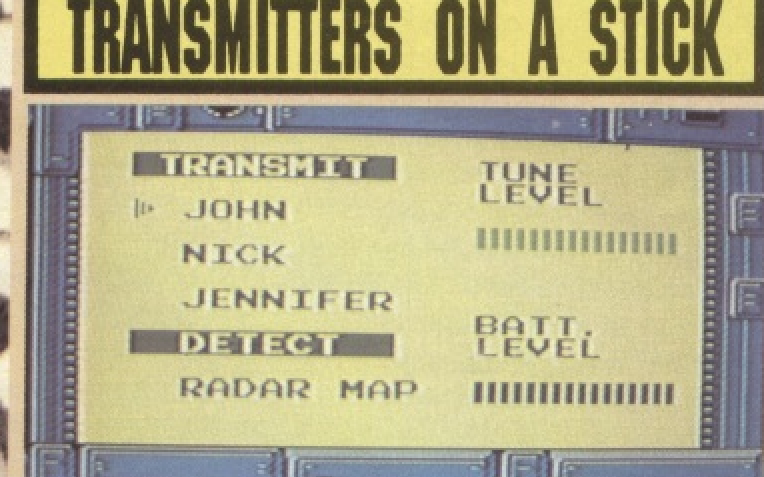
COMMENT



JULIAN

On paper, Snake's Revenge looks like it could be one hell of a game. In reality it's unfortunately a big disappointment. Not only are the controls irritating to say the least, but there's very little variety in the gameplay, and what could have been an exciting, action-packed mission quickly becomes a tedious chore. The dreadful graphics and sound bang the final nails in the coffin, and the end result is a very poor exploration/combat game which you end up thinking could have been so much better.

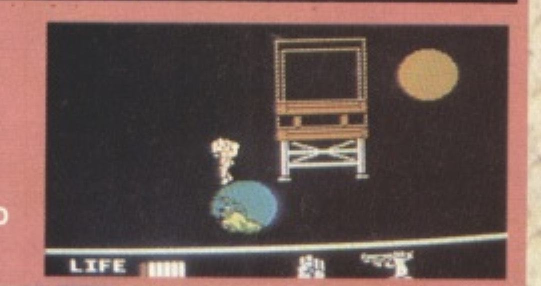
TRANSMITTERS ON A STICK



The one other item of equipment at Snake's disposal is his transmitter. Snake uses this to call on the help of his aides, who are hiding in the scenery awaiting Snake's commands. If you need someone to rush to your side, dial them up on your handy-dandy transmitter and see them leap to your rescue.

SNAKE'S HARDO MATES

As a bit of insurance against an untoward disaster, Snake has brought a couple of hard military specialists along with him. John Turner is a communications expert who comes in handy at code-breaking duties and such. His other deputy is Nick Myer, an explosives disposal and demolitions boffin. When it comes to blowing up big targets and generally causing mass destruction, Nick is the man to talk to.





▼ *Snake receives his orders.*



MURDER IN THE DARK

Since Snake is supposed to be conducting his mission in secret, it's obviously conducted at night. However, the enemy are aware of his presence (the huge body count possibly has something to do with this) and have set up a number of ways to find him. If there is a patrol on-screen, the area becomes fully lit. On some screens, flares are launched to illuminate the area. It is up to Snake to find his way through the screen in darkness before the flare reveals his presence. Other screens are lit with searchlights. These sweep across the screen lighting up a small area at a time, which makes it easier for Snake to find his way about.






NINTENDO REVIEW

COMMENT



RAD

Just when you thought Metal Gear was the worst example of this type of game on the NES, along comes the sequel, determined to outdo its predecessor in every respect - including that of being miserably dull and tedious. The main fault lies in the control method. Snake is sadly incapable of moving in a diagonal direction. This might not sound so bad, but when there are three or four enemies who just sit where they are and shoot at you without fear of retaliation (unless you spend all day charging around the screen) it gets more than a tad annoying. The gameplay is also very repetitive. There's little difference between each screen either graphically or gameplay-wise. The graphics themselves are very disappointing. The sprites are malformed and indistinct and the backgrounds are all pretty much the same within each level. The ropey collision detection doesn't add to the playability of the title either. To think you could get Mario 3 for the same money.



This password comes in handy.

The enemy are in hot pursuit! Watch out Lieutenant Snake!

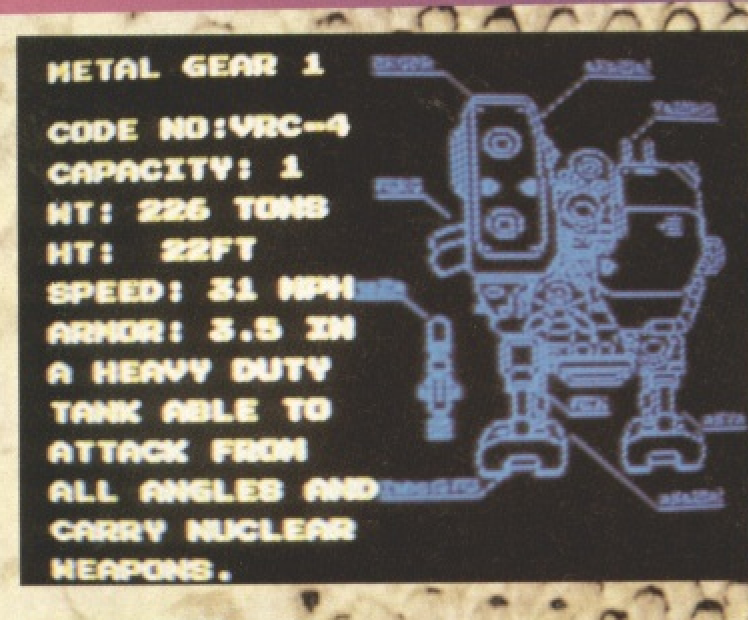
Winter in the jungle (?).



Close-up action here as Snake infiltrates enemy territory.

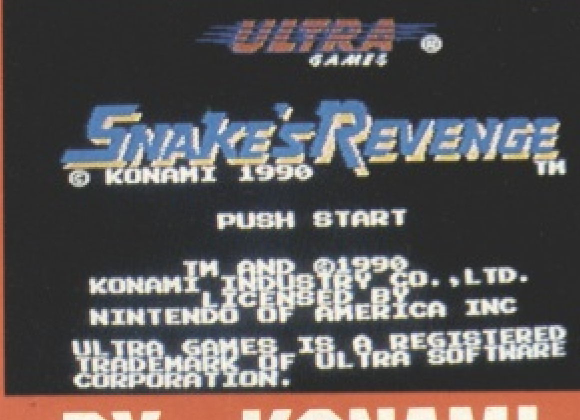


The enemy gang up on poor Snake.





Thrilling combat!

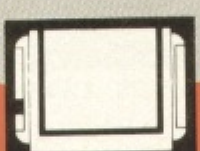


BY: KONAMI

PRICE: £39.99

RELEASE DATE: APRIL
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: SLOW






PRESENTATION 73%

Password system and weak intro screens but very little else.

GRAPHICS 42%

Crude, badly animated sprites and bland backdrops.

SOUND 32%

A hideous twisted mutation of a tune and truly sorry effects.

PLAYABILITY 41%

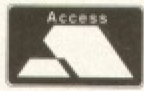
There's not really much to it, plus it's very repetitive and the controls are annoying.

LASTABILITY 40%

The infinite continues and lack of challenge, coupled with the frustrating gameplay ward you off very quickly.

OVERALL 43%

Could have been brilliant, but Snake's Revenge is instead an irritating and boring exploration game which falls far short of its potential.



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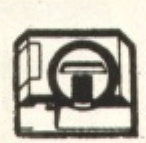
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TOKI

Toki was once a musclebound hard man who got his kicks by running around the kingdom slapping evil creatures of darkness about. When he got bored with all that activity, there was always that nice princess he could visit for all sorts of cuddle-related clowning. Watching from afar, a nameless, but yet rather evil sorcerer made an intensive study of Toki's behaviour patterns, and began to devise a vile plan against the heroic chap.

One day, when Toki was just about to get to grips with his princess, the sorcerer materialised and warped the our hero's love to a squalid dungeon far away. Then he robbed Toki of his manhood by casting an evil spell on him that turned him into a monkey! However, unknown to the sorcerer, a side effect of the spell enabled Toki to spit powerful fireballs at will.

Feeling rather depressed about his baboon-like body, Toki decides to infiltrate the scrolling platform levels of the sorcerer's domain, using his monkey-like reflexes and fireball-spitting abilities to climb ever higher and deeper into the evil domain. But the sorcerer isn't the only highly powerful denizen of darkness to be found in these treacherous lands. At the end of each level, Toki faces up to a massive, deadly boss bent on robbing the monkey-like hero of his very life!





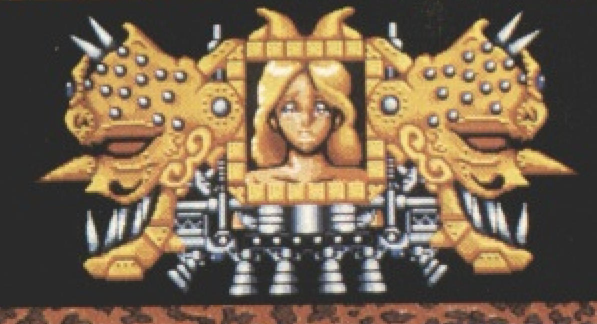
ALL BOUND FOR JU JU LAND

The version of Toki reviewed here is a Japanese import, kindly supplied by Console Concepts (ring 0782 712759). To sort out any confusion, in Japan Toki is known as Ju Ju Legend, so remember that should you want to buy the game from an importer. Alternatively, you can wait for Toki to be officially released in the next couple of months.

ARCADE MONKEY BUSINESS

Toki is a coin-op produced by a relatively unknown arcade manufacturer called Fabtek, who had no coin-ops produced before or after this ape-based platform game. The Megadrive version isn't a very close conversion at all. The maps and scenery have been completely altered, and the stages have been split up into numerous sub-stages. The coin-op also had more power-ups and was far more difficult to get into.





FLASHING YOUR MONKEY ASS

Some of the collectables in Toki give the baboon-like character non-offensive power-ups. Collect the trainers for example and Toki is able to leap massive distances. On the other hand, a shining star grants the Harrod-esque being temporary invulnerability. You can tell when this is in effect because Toki flashes.

APE-RELATED BLASTING

Toki starts off the game spitting small fireballs. However, as you progress through the game more power-up weapons make themselves available.



FIRE: This curry-powered weapon enables Toki to breathe fire and fry his opponents!



TRIPLE FIRE: Triple fire is much like normal fire, but Toki shoots off in three directions at once.



POWER FIRE: Save energy by not firing and Toki is able to spit massive fireballs!



COMMENT



JULIAN

I like the coin-op, but this is nothing like it. Okay, so it has the same main character and power-ups, but unfortunately the screen layouts have been completely changed - for the worse. Instead of being fast, furious and fun, the platform action is drawn out, dull and very irritating. There are many virtually unavoidable traps dotted around the landscape which you only discover when you fall foul of them, forcing you to remember exactly where each one is and the steps required to avoid it. It's easy to see why the programmers have put those in though, because apart from the frustrating traps there's nothing in this game to stop you going all the way through on your first go. All the end-of-level baddies are ridiculously easy to beat and during the level the enemy sprites offer no opposition to your antics. Those who've played the original coin-op will certainly despise this ruination of the brill game, and those who haven't will find this a bland and unchallenging platform game. There are loads of better games of this type on the Megadrive - shop around and make your choice.





BALLS: Toki shoots off energy balls that generally bounce about killing any meanies they touch.

SUB-AQUA BABOONERY



In certain stages of the game, Toki takes to the water in the quest to find his lady love. Thankfully, the primate-related hero can hold his breath for the duration of the stage and still shoot off fireballs left, right and centre.

COMMENT



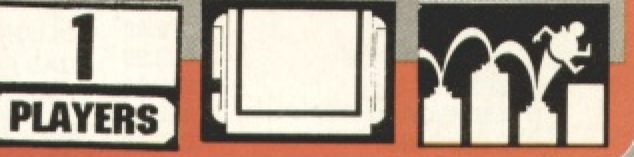
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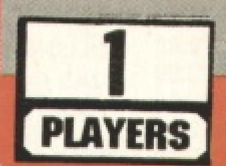
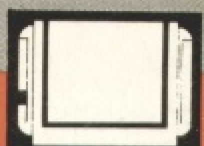
I can't really say I was a big fan of the coin-op, but to be honest this isn't really a lot like the arcade machine at all. The programmers have taken a lot of liberties with the game, stripping down the levels and power-ups, and taking away most of the fine backdrops that made the original look so nice. The gameplay itself is dull and frustrating, with evil traps in each level that your reactions on their own are not good enough to deal with. To get anywhere, it's a case of remembering each stage's layout. To be perfectly honest, Toki is a chore to play, heavily lacking in the excitement stakes. The final nail in the coffin is the incredible amount of lives and continues you're able to endow yourself with. Using these options, finishing this game in one session becomes very possible - if you can stand the vapid, boring gameplay. I'm afraid that this isn't worth £35.00 at all. If it's a new platform game you're after, I'd recommend giving Kid Chameleon or Alisia Dragoon a spin.





BY: SEGA
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 1-9
CONTINUES: 1-7
SKILL LEVELS: 3
RESPONSIVENESS: GOOD



PRESENTATION 50%
Nothing much to write home about, apart from a fair range of gameplay options available.

GRAPHICS 69%
The sprites look good, but the animation is a bit lacking and the backdrops are quite drab.

SOUND 70%
A pretty good tune plays throughout the game and the effects are okay.

PLAYABILITY 56%
Toki's easy to pick up and play, but the game is quite boring and has many frustrating elements...

LASTABILITY 39%
...and the absurd amount of lives and continues available make it a game you'll complete very quickly

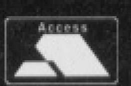
OVERALL 47%
The Megadrive has many quality platform games that make Toki look like the dull, unoriginal game it is.

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Due to deadlines, allow up to six weeks for your advert to appear in the magazine.



FOR SALE

MEGADRIVE with arcade power stick and eight games including Sonic Hedgehog, Quackshot, Ghouls & Ghosts and Super Monaco. Superb condition worth £450. Will sell for £300 o.n.o. P.S. Megadrive and power stick still boxed. Call Chris after 7pm on 0743 790436.

ATARI LYNX for sale 5 games: Gauntlet, Blue Lightning, Road Blasters, Rampage and California games. PSU and Comlynx if interested. Phone 041-647 2259. Plus I will buy any good any good Famicom games for £25, i.e. UN Squadron, Mario 4, Castlevania.

MASSIVE BARGAIN!!!!! N.E.S. for sale including the much sought after Mike Tyson's Punch Out, Blades of Steel, T.M.N.T. and Faxanadu with tips available £95 o.n.o. Ring 0477 34566 and ask for Ross. Buyer collects or pays for postage O.K?

GAMEBOY for sale four months old with four excellent games and gamelight. Games are Megaman, Ducktails, Operation C, Tetris. Fully boxed with leads and headphones. Worth £150 sell for only £90 or swap for Game Gear with games. Call Chris 081-399 6953.

ATARI 520sb for sale. Over 200 games plus business software. 5 joysticks, mouse etc. Still boxed, worth 1000's, all for £350. Willing to bargain. Lynx 2 games, boxed £80. Phone Russell on 0753 866880. No swaps.

SEGA MASTER SYSTEM, light phaser, arcade stick, 2 joypads, £65 o.n.o. Also Amstrad CPC 464, colour monitor, over 150 games. Joystick, computing magazines £300 o.n.o. (cash only). Telephone James on 0272 606261 after 4 on weekdays.

SCART FAMICOM 5 games, Mario 4, Final Fight, F-Zero, Area 88, Ghouls & Ghosts. 2 joypads, power supply £300. Superb condition. Phone Rowan 0929 463560, Dorset.

NINTENDO GAMES Super Mario 2 and 3, The Advantage, Joystick, £25 each. Super Off Road Racer £10. Telephone Peterborough 0733 208588 after 6pm. Everything boxed and in excellent condition.

NINTENDO (BOXED), American converted joystick, 4 games including Batman, Mario 2 & 3, 9 months old, only £140. Phone 081-654 2535 after 4pm.

YO LISTEN UP!! Excellent Japanese Nintendo games for sale: Chip 'n' Dales Rescue Rangers, Ninja Ryu II and Kaye, plus convertor. Each game cost £44.95. None officially out. Lot £60 o.n.o. BARGAIN! Interested phone Tim after 5pm 081-518 1383.

SPECTRUM 128K +2 Over 80 games including: R-Type, Batman, Operation Wolf, Double Dragon, Mario Bros, mags, manual, multiface, 1 joystick v.g.c. Worth over £500, sell for £150 o.n.o. If interested phone Ian after 6pm on 0242 680382.

MEGADRIVE GAMES for sale. Italia '90, Hellfire, D.J. Boy, Afterburner 2. All are £20. Fantasia £23. Phone 0905 60708. Swaps are considered.

SCART SUPER Nintendo (USA) for sale, comes with joypads, Mario 4, F Zero and UN Squadron only £199. Tel. 0908 560776.

SPECTRUM +2 computer, approx 30 games, £50 o.n.o. 0271 46870 after 6pm. Devon or Bristol areas.

GAME GEAR for sale including Sonic the Hedgehog, Joe Montana Football, Magical Guy, columns and AC adaptor £150. Phone Joe 0604 768451.

PC ENGINE + 4 games, £100 for quick sale. Megadrive games: Rambo III, Ghostbusters, John Maddens, £15 each. Mr Kamatsu £10. Phone between 5-6pm ask for Ian. 0252 331895 (Aldershot).

NINTENDO N.E.S. for sale, includes R.O.B. 7 games: SMB3, Batman, Turtles, Simpsons, Ghosts 'n' Goblins, Robocop, Tecmo, World Wrestling, 2 joypads, 1 Quickshot joystick, worth £390. Sell for £210. Everything boxed and good condition. Phone Devon 081-888 6038, 4pm to 10pm.

N.E.S. with five games like S.M.B., Gremlins and Bionic Commando. Worth £250 going for £125. Call Ross on 0723 373589.

Amstrad CPC6128 with monitor, printer ROM board, word processor, built in disk drive, 30 games, tape deck £350 o.n.o. Tel: 0992 29916.

JAPANESE MEGADRIVE, seven great games, Robocod, Mercs, Quackshot, Sonic, PGA Tour Golf, Strider, John Maddens Football, PSU, joypad. All games boxed with instructions, good condition. Sell for £260 o.n.o. Telephone 0222 797312 (Cardiff). May swap for Pal Famicom with games.

ATARI LYNX with c. games, Tyger and p.s.u., Conlynx and box. Good condition £95 or swap for Jap Megadrive + 1 game. Also C64 L. Fantastic pack and £260+ of software, all boxed £295 or swap for Jap Megadrive + 5-6 games. Call 08206 24063. Ask for Alan.

NINTENDO GAMES – Marble Madness £30, Gremlins 2 £30, Turtles £15, Bubble Bobble £20. Boxed, excellent condition. Phone 0245 358807 after 5pm.

SEGA MASTER SYSTEM, 2 joypads, light phaser, 3 games, brand new, (unwanted gift) worth £100. Will sell for £75 o.n.o. Call Simon on 0562 884029 after 4.30pm.

AMSTRAD CPC464 computer, over 30 games, 2 joysticks, colour monitor in very good condition, games worth over £200, no problems with computer. Phone 061-437 4125 and ask for Irfan, phone after 4.30pm any day. Bargain price all this for only £200.

ZX SPECTRUM 128K +2 with 27 games, including: Batman, Chase HQ and Indy. Only 2 years old; good condition with keypad, light zapper and joystick, £75 o.n.o. Call 071-589 2212 and ask for Stuart.

GAME GEAR, master adaptor, Sonic, Mickey Mouse, boxed, guaranteed £135 or part exchange PC Engine G.T. Ross 081-841 1647.

MEGADRIVE WITH two good games. Excellent condition £120 o.n.o. Phone 061-678 9442 ask for Dom.

SEGA MEGADRIVE and Sonic the Hedgehog. Never been used. Will accept £100 (including 'next day' carrier delivery). Phil 0709 364494.

OI! UGLY. Radio controlled car, Tamiya Falcon. 1/10th scale. Plus Challenger 250 controller. Hardly used, £70 only. Phone 0483 574252. Graf CX 200. Roller boots, RIP roller 62, Wheels, Pro .8 hanger, size 8/10. Good condition, £40 only. Phone: 0483 574252.

FOR SALE Jap Megadrive, boxed, as new, vgc, hardly used, £95 o.n.o. Call Kieron at Normanton on 0924 897745 now.

GAMEBOY, 7 games, lightbox, carrycase, hardly used in vgc. Sell for £150 o.n.o. Call Kieron at Normanton on 0924 897745 now.

AMIGA 500 £250 worth of software, 2 joysticks, mouse, disc box, only 1 months old. Sell for £350. Phone: 0594 563813 before 5pm weekdays. Games included: Ninja Rabbits, Shadow of the Beast, Cadaver & many more. Hurry up and ring.

SEGA MEGADRIVE for sale. Excellent condition with 16 great games. Including Mickey, Sonic, Mercs, Streets of Rage, Marvel Land etc. Arcade joystick and Sony stereo speakers. Worth £800, sell £500. Will separate. Phone: 0258 452318 after 6pm. Ask for Owen.

MEGA DRIVE for sale, Sonic, Shinobi and 13 more, joypad, sell for £300. Ring Chris. Tel: 0752 823436 after 6pm.

NINTENDO FOR SALE with 15 games including SMB 3, Simpsons, Zelda with USA conversion game holder and magazines. Cost £610, sale for £200 plus all games with boxes and manuals. Gameboy games: Pinball £10, F1 Race £20. Phone Steven on 0474 815106.

ATARI LYNX II, still boxed, plus Ninja Gaiden and Blue Lightning. Unwanted Christmas present, £130 o.n.o. Phone Steven on 081-657 3716.

GAME GEAR + soft case with Shinobi, Wonderboy & columns, unwanted gift, fully boxed, £130 o.n.o., phone Leo on 061-969 1688.

MEGA DRIVE games for sale £18 to £25. Plus Megadrive with joypads. Jap convertor 2 games £720, Megadrive joystick £5, Mean Machines mags £5. Telephone 0484 687102 between 5pm and 8pm.

CITIZEN 2.2" COLOUR TV, with AV input, case & mains adaptor, mint condition & fully boxed, £55 o.n.o. Tel: 061-969 1688.

CUSTOMISED GAMEBOY for sale. With seven games including WWF Wrestling and Golf. With all original gameboy accessories and magnifier for £200. Quick sale needed, ask for Mike on 0928 56126. Please call in the evening.

P.C. ENGINE PAL 5 games, joypad, £150. Phone 04024 46522.

SUPER FAMICON SCART, 2 games, Mario, F-Zero, 2 months old. Boxed as new, £200. 0206 842409.

UK MEGADRIVE excellent condition, 4 games, Monaco GP, Rambo III, Cyberball, Alterd Beast, 1 joypad, leads, boxed and receipt £190 or swap for Atari STFM with games, joystick, mouse, all leads, manuals and box. Must be in excellent condition. Phone: 0803 311685.

FOR SALE, Super Famicom (SCART) with eight games inc. Super Tennis, Formation Soccer, F-Zero. £350, 2 joypads. Phone: 021-453 1041 between 4pm-10pm.

NES (AMERICAN CONVERTED) and 13 games for sale. SMB 3, Megamanz, Solstice etc. V.g.c. worth £420, sell £300 o.n.o. 0224 723689.

PC ENGINE G.T. + Hero Tonma. Excellent condition £150. Mains adaptor, rechargeable batteries + charger also available. Call Mark after 5pm on 021-705 8891.

AMSTRAD 404 plus colour monitor, £200 + games and essential accessories worth £450. Sell for £200 o.n.o. Tel: 0892 836359 (evenings).

COMMODORE 64 with 25 full price games and 75 budget games. Speedking joystick and lightgun with games. Good condition. Some of the games include Turrican 1 & 2, Flimbo's Quest, Vendetta. All for £150 o.n.o. Phone: 0978 756764, ask for Lee after 4pm.

BAUER TURBO 33 roller boots for sale, brand new cost £70, sell for £45. Phone Chris on 081-659 1187, London, Anerley. Size 9 SW bearings.

SUPER FAMICOM SCART 8 games include Castlevania, Goeman, UN Squadron, Actraiser, Final Fight. 6 months guarantee, serious offers. Phone: 0223 881006 anytime.

NES DELUXE pack, Zapper and Robot II. Games including: SMB 3, MM 2, Double Dragon 2, Black Manta, Robotector, Stack Up, Gryomite, Duck Hunt plus many more worth £500+. Bargain at £255. Tel Barry on 0244 535242.

MEGADRIVE AND joypad plus Ice Hockey, Super Monaco, Moonwalker, Strider, Castle of Illusion and Altered Beast plus extra power stick (which needs slight attention) all for £220 o.v.n.o. Tel: 0442 823951.

SUPER FAMICOM, SCART. Plus 4 games, £280. Also 6 PC engine games: Chan & Chan, Motoroder, Hell Explorer, Code Runner, Monsterpath and Vigilante, £60 the lot. Will NOT split. Tel Tony after 6pm, Enfield 081-443 5895 or Huddersfield 0484 531496.

MASTER SYSTEM Plus, including power base, light phaser, two control pads and two games: Wonderboy in Monsterland and Afterburner for only £70 or less. If games only £30 or less. Ring Daniel after 16.00 0277 222263.

AMSTRAD CPC-464 for sale includes monitor and over 80 games!! Games include top titles like: X-out, Chase, H.Q., Operation Thunderbolt, Ninja Warriors and Ghouls 'n' Ghosts. Worth at least £900. Sell for only £290. Call Matthew on 071-278 0965 now!!

GAMEBOY with S.M.L., Gargoyles Quest, Tetris, Turtles, Battle-Toads and Game-Light all for £125. Phone: 0245 260870, hurry.

FOR SALE Atari Lynx 2 with carrybag, adaptor and 2 games, Ninja Gaiden and California games. Phone Southend 0702 353471.

SUPER FAMICOM games, Final Fight £25, Big Run £25. Each fully boxed. Phone: 0247 450350, ask for Chris, after 6pm.

NES WITH 5 games, including SMB 3 and Magaman 2. All boxed with instructions £130 o.n.o. Tel: 0923 777014.

GAMEBOY boxes as new includes lightboy, twelve games including: Batman, World Cup, Mario 9. type n.b.a. cost £350 will sell for £200 or swap for game gear with six games. Phone: 071-482 5038 after 4pm. Ask for Jason so don't delay.

ONE MEAN mutha of a deal here. I have a Game Gear with 4 games and an AC adaptor all for around £200. Also 2 Gameboy games for sale. Phone John on Bristol 620291. Go dial it now!!!

MEGADRIVE, v.g.c., 2 joypads, 9 games including: Road Rash, Streets of Rage and Populous. All leads. Phone: 081-892 9994.

NES+ for sale. Maveric 2, Turtles and Super Mario Bros III for NES, retail price £250. Yours for only £100. Also 191 in one game pak for NES+ £60, or lot for £150. 081-689 1769 after 4pm.

MART 

NES IN mint condition, includes 9 brilliant games worth about £440. Will sell for £120. Contact Ben Miller on 0903 813010 after 4pm.

ISSUES 6-15 of Mean Machines for sale, £2.50 each. Sorry no posters. If wanted please contact Jitesh Magar on 021-373 3709.

NINTENDO DELUXE and 10 well known games worth £410. Sell for £183 or swap for Megadrive with 1-2 games. Plus three free issues of Mean Machines. Tel: 0949 50445.

I WILL sell my Nintendo with six games for just £150. Just phone 0453 834751.

YO! I have 2 games to sell, Shadow Warriors and Mario 2. They cost £25-£35. Phone Neil on 2843756. Between 3-6pm.

SPECTRUM GAMES for sale. Titles include Batman, Turtles, Robocop and many more. Will also swap for Sega Master Systems Games. Swindon 826835.

OI! I've got a Sega Megadrive with Immortal, Robocop, John Madden's Ninety Two, Batman, Streets of Rage, Altered Beast. With Jap convertor worth £300. Sell for £220 o.n.o. Must pay cash. Phone 061-431 8671 and ask for Sean. A Bargain!

MEGA DRIVE and Game Gear for sale. Both with games. Sell for £250 o.n.o. Phone Markus on 0442 259883.

GAMEBOY for sale with game light, magnifier, games: Robocop, Tetris, Marioland, Batman or swap for Game Gear and games £150. Phone 0422 843633.

N.E.S. for sale plus six great games including S.M.B.I. Rad, Gravity, Lifeforce, £150 o.n.o. Ring 081-546 4649 for details.

ONE YEAR OLD NES for sale with NEX Max and II. Wicked games: SMB 3, SMB 2, WWF Challenge, Gauntlet 2 etc. All games boxed. The lot for only £260 o.n.o. What a deal! Phone Mark on 081-891 1521. Must live near Richmond.

"MEAN MACHINES" 4 to 17, Guide to Consoles, c.v.g., excellent condition. £40. Write to P. Armer, 100 Low Lane, Morecambe, Lancs LA4 6PP.

NES! Hi my NES is up for grabs with eight great games. A power glove and two joysticks. Sell for £250 or swap for super NES or Super Famicom with Super Mario Four. Contact James on 081-941 5559! Bye!

NINTENDO NES for sales. 9 games. Plus zapper gun (worth £400+). Will sell for £140. Phone Medway Kent 0634 388113.

MASTER SYSTEM + lightgun + 3 lightgun games. £55. 9 Master System games + one game of your choice for a Game Gear with one game. Total bargain. Please call 081-205 0236.

GAMEBOY with 20 games Smartboy, Game Light, Magnifier, mains adaptor, worth £600. Sell for £400 o.n.o. Separate deals will be considered. Games inc Ducktales, Gremins II, Robocop 1+2, R-type W.W.F., Castlevinia. Quick sales wanted. Phone Anthony now on 0753 541234.

JAP Megadrive with Sonic, Revenge of Shinoibi, Darius II, Streets of Rage, Arrow Flash, Ghouls and Ghosts, Magica Flying Hat and John Madden 92. £200. 4 months old. Phone Shane on 061-220 8082. Clayton Manchester Hi! Alec Bickerton.

COMMODORE Amiga for sale. One megabyte of memory. 25 original games, including many very recent titles. Every issue of 'The One'. Plus many other accessories. Everything boxed and in excellent condition. Worth over £1200. Sell for £600. Phone 0284 767790.

GAME GEAR for sale. 5 games including Sonic Super Monaco, Shinobi, Outrun, Chase HQ with master gear and carry case worth £300 sell for £200 o.n.o. All mint condition. Phone 021-705 0577 weekdays after 4pm and ask for Matthew.

SUPER Mario world on Famicon and Super Mario 3 on NES, Mario World unused! £25 each. Phone 081-950 8901.

SPECTRUM 48K+ with data recorder and around £300 of games. Worth £375. Sell for £65. Phone Lee on Leeds 827199.

ATARI Lynx for sale inc Klax, Slimeworld, Electrocop, rechargable batteries and charger plus mains adaptor. £90. Phone Manchester 061-320 5474 now.

FAMICOM PAL. 6 games Mario 4, F. Zero. Sin City etc + perfect condition. Still boxed. Phone with sensible offers 0621 850468. After 6.30.

FAMICOM (Scart) with 2 joy pads, P.S.U. + Mario 4, F-Type, Simcity, Actraizer, F-Zero. Boxed as new. £345 o.n.o. Phone 0795 537869.

SEGA Game Gear plus three games still under guarantee. Three months old still boxed in superb condition. £120. Tel 0376 47178.

HI! I will swap my C64 and loads of good games for a megadrive and 1 game. Contact David on 0235 815614 near Oxford or 1 will swap for 6 Game Gear Games or sell for £160. P.S. Also mags for C64.

TWO Double screened Nintendo games. Donkey Kong, Zelda, £10 each. Also I buy and sell 2nd hand Nintendo (NES) Games. Tel 0544 230033.

GAMEBOY with Marioland, Golf, World Cup, Princess Blobette, Kung-Fu Master, Gargoyles Quest. All boxed. Sell for £110 ono or will consider any swaps. Worth £210. Phone 0565 633307.

AMIGA One year old, boxed. Over £500 worth of original games including: Gods, Lotus, ELF, Kick Off 2, Supercars 2, SWIV, Chuck Rock, Speedball 2. Over £100 of magazines, cover disks, joysticks, mouse, disck box. £425 o.n.o. Ring Cal on 0203 341835.

ATARI Lynx 2 + adaptor, link-up cable, Stun Runner, California games boxed + instructions. All only £99. Phone Laurenz on 0823 256770.

GAME GEAR, Shinobi, G. Loc, Micky Mouse, master system, converter. Sonic Spiderman. Sell for £155. Tel 0246 274196.

UK MEGADRIVE +5 games; inc M. House; Strider, T. Force II, Robocop, Altered Beast. Japanese converter. PSU, 2 joy pads. Fully boxed with 5 month warranty, worth £350. Sell for £175 or will swap for Super Famicom with 2 games. Bloody good value. Phone 021-444 4308.

SPECTRUM 128k + 2 with built in datacorder includes: joystick and add on 3-5 inch disk drive and also good printer. About 100 games including: Top titles. Everything in good condition. Worth over £1000. All for £200. Contact Richard on 0742 484417.

SPECTRUM +20 (128k) interface, 2 joysticks, over £300 worth of games, including: Gunship, Target, Renegade, Airbourne, Ranger and many more. Boxed with leads and manuals. All for only £90. If interested ring 081-349 4877 after 5pm. Full list of games available.

FOR SALE Sega megadrive (English) with three games: Sonic, Quackshot, and Road Rash. Only two months old. Also Atari Lynx Two, three games: Scrapyard Dog, Xenophobe, and Gauntlet Three. Three weeks old. Megadrive £160. Atari Lynx £140. Contact Bob 081-570 7735.

AMSTRAD CPC 6128 Colour monitor built-in disk drive, tape deck. Approx 30 games. £300 o.n.o. 04246 3876.

NINTENDO NES plus light gun, two controllers, cartridge holder and six games. Super Mario and Duck Hunt, Megaman I and II, Kid Icarus, Double Dribble. All boxed plus instructions. As new. Worth £255. Will sell for £180. Call 0342 712704 Sussex.

BARGAIN Megadrive (PAL), 2 joypads and 22 games: Golden Axe II, Donald Duck, Raldon, Trad, Street Smart and others. Worth £900. Selling for £460 for more details, drite to Yiu Fai NG, Ifor Evans Hall, 109 Camden Road, London NW1 9HA.

ATARI LYNX, good condition with games, Slimeworld, Gates of Zendecon, Califonia Games, Blue Lighting. Phone Andreas on 0923284387. Worth £200 selling for £80. Games will be sold separately and case also. Please phone after six o'clock.

NINTENDO with light gun, 5 games including Super Mario Bros 1,2. Dutch Hunt Duck Tales & Zelda. £130 ono. Phone Hywel on 0443 684884.

NINTENDO with five games, two joypads, joystick and new power glove, all good condition. £200 or swap for Super Famicon and two games. Tel: Jarrad 0253 892792 after 5.30pm.

NES Bargain Zapper and Duck Hunt. £20. ROB and Cyromite. £15 o.n.o. Call Tim on 0582 27007. Get calling Dudes!

MEGADRIVE JAP, PAL, 7 games. 4 months old. 6 months guarantee left. Games are Quackshot, Sonic, Marvelland, Ghouls and Ghosts, Flickey, Super Airwolf, Altered Beast. All in mint condition. £180. Phone 081-560 6398 London.

NINTENDO NES plus eight great games: SMB 2+3, Turtles, Double Dragon II, Zeloa II, Solstice, Battle of Olympus and RAO Gravity. Worth £350. Sell for £180 o.n.o. London area SW7. Phone Rohinton Collins on 071-589 3641. Leave message and phone number if not in.

SEGA Megadrive JAP version. Takes JAP, USA, English games all boxed with one controller. £110. Tel David on 0924 402244.

NINTENDO action set and games. Nintendo and eight games, game caddy, two controllers and light gun including the Amazing Super Mario Bros Three. Sell for £250. Prices are negotiable or swap for Super NES or Famicom and games. Phone 081-693 1432.

ATARI STFM with joystick +25 boxed games + over 30 loose games if wanted. Games including: Robocop 1+2, M7 Tank Platoon, Carrier Commando, Turtles, Heroquest, Ninja 2, Lost Patrol, Red October, Praccmen, D. Draon, Ranx, Gold of the Aztecs, R-type, Super Hang On + many more. Priced £300. Any offers? Contact 0702 520032.

GAME GEAR six games: S. Monoco, Pengo, Columns, Chase, HQ, Outrun and G-Loc, magnifier and power pack. £120 o.n.o. Tel 0884 38865. Free cash not really just want an Amiga 500 pay up to £300 tel 0884 38865 and ask for Matthew.

MEGADRIVE with 16 games, 2 joypads and an arcade power stick. Games include: John Madden '92, Joe Montana III, Robocop. Everything boxed and in mint condition. Worth over £750. Can be yours for just £400. Phone Paul on 098 685 344.

GAME GEAR. Sonic the Hedgehog, Psycic World. Battery pack, carry case, magnifier, p.s.u. Worth £235, bargain £160 ono. Tel: (0462) 670760.

YO! NINTENDO for sale includes SMB 2&3 Batman, Megaman2, Machrider Ghosts + Ghouls, Kung Fu, Duck Hunt, Gyromite Robot, Zapper. Two control pads and the advantage joystick. £210 ono. Telephone Adma on 074377426. Hurry before this fab offer goes.

PC ENGINE, joypads, 12 hit games, lots of Japanese mags. VGC. £195 (will sell games separately, £20 maximum price). Also CD Rom games (3). £25 each. All excellent condition. NTSC Famicom plus SMB3 and Splatter House. £60. Phone Matthew on (0843) 603654.

UK MEGADRIVE. 5 months old, 2 joypads, Python joystick, Scart/A/V & other leads. Sonic, Road Rash, Spiderman, Streets O'Rage, Immortal, F22 Interceptor, Afterburner II. Thunderforce III, Alt Beast. Everything excellent condition boxed as new with instructions. Worth £520, sell £350. Phone Michael on (0483) 720598 after 5 pm.

MEGADRIVE with ten games including Sonic Hockey, Quackshot Jap adapter, turbo joypad, arcade stick. All boxed. Only £350 ono. Call Wakefield 274335 or 264630 and ask for Anthony after 11 in the morning. Caller collects due to disability ie wheelchair.

NINTENDO Super Famicom boxed as new (Scart) with 3 games. Final Fight, F-Zero, Hole In One Golf. Bargain at £180 ono. Phone after 7.30pm 081-668 0408 and ask for Richard (Purley area).

NINTENDO with six top games including SMB 1&3, Simpsons etc. All in excllent condition. £200 ono. Call 0902 601110 for any information.

NINTENDO NES going cheap with nien games and advantage joystick. Games include DD2, SMB2 and MM2. All items are in excellent condition & boxed. £150. Tel: 0372 463780 (Surrey) after 4.30pm.

MASTER SYSTEM games for sale. Slap Shot, F&F II, Alex Kidd, WBIII, Super Manager and more. £14-18. Phone Robert 081-672 1569.

SEGA MEGADRIVE with seven great games, Japanese game adaptor, extra joypad, boxed, excellent condition. £240. Tel: (0442) 219795.

AMIGA 500 inc Expansion. £300 worth of software, extra drive & all extras. £350 ono. Call Steve 04024 54637.

MEGADRIVE for sale with 10 brill games. Bare Knuckle, Golden Axe, Sonic, Eswat, Star Control, STrider, Shinobi, Mickey Mouse, Battle Squadron, Altered Beast with two joypads. A bargain at £350 ono. Phone Gavin 081-572 2952 after 6.00pm.

GAMEBOY for sale. Fully boxed with headphones and three games. Tetris, Battletoads and Marioland. £65 only. Phone John (081) 807 6637.

I'LL SELL a magadrive with Robocod, Sonic, Quackshot, Super Monaco and JM's for £170. Worth £300. Phone Phil on 0732 451792.

SEGA MASTERS system games. Black Belt, Golden Axe, World Soccer, Altered Beast. £15 each. Please phone David on (0672) 62694.

SEGA MEGADRIVE with seven games, Eswat, Forgotten Worlds, Mickey Mouse, Altered Beast, Moonwalker and Revenge of Shinobi and After Burner Two! Includes one control pad, all games and console in box. Tel: (051) 336 8572. North West Region. Only £150 ono.

ARCADE CABINET (small) fitted with megadrive, 16" colour RGB monitor, 2 joysticks & 2 games. £600 or exchange for Neo-Geo or Mega CD with games. Tel: 0420-478031 (Hants).

MEGADRIVE for sale plus 12 top titles like John Madden's, Streets Rage, Ice Hockey. Only £265 ono. Tel: (0206) 763697 (Essex).

NES with six games including Mario 3, Duck Hunt, Tennis Ikari Warriors, Gyromite Soccer Robot. Light phaser gun, control pads, PSU and all other leads. Phone Gareth on 0268 527540 after 5pm. Cost £170.

JAP MEGADRIVE, four games (Sonic, Lakers vs Celtics, Streets of Rage, Quackshot. Runs USA/JAP/UK games. Leads, adaptor control pad, boxed, v.g.c. One month old, worth £260. £180. Tel: (0708) 721320 5pm-8.30pm, ask for Lee. Essex-E. London area.

SINCLAIR ZX Spectrum +2, Quickshot II. Turbo Outrun, Batman & many other top titles. Will sell for £160. Tel: Sussex 0342 712704.

NES for sale. 3 games. Kung Fu, Urban Champion and To Earth for use with light gun (inc). £80. Tle: 0584 75 312, ask for Adam.

☆ MEGA

FOR SALE

MEGADRIVE PLUS 14 top games including Sonic, PGA, Madden and Road Rash plus 2 joypads and 1 joystick and proper stereo speakers. £450 ono or swap for hard drive and printer for Amiga, printer must be colour. Phone John 0442 215192.

LYNX 2 with two games. Gates of Zendocon, Ninja Gaiden. Only month old for bargain price of £90. Please phone 0666 837197. Also used Megadrive games. Golden Axe £20. Eswat £15 and Altered Beast £10. Please phone 0666 837197 after 5pm.

SUPER FAMICOM (Scart), boxed, mint condition with power supply, 2 joypads, 3 games, Super Mario, Populous, Big Run. Boxed as new. Cost new £310+, bargain at £200. Must collect. Phone Kris Mon-Wed after 6pm on 0272 652638, it's ready and waiting.

NINTENDO for sale with two games, Turtles and Off Road. Sell for £80. Phone 0332 47197 after 5pm ask for Mark.

NES & PRO-AM: £45. Following games wanted for Atari Lynx: Klax, Awesome Golf, California Games, APB, Bill and Teds, Robotron. Also Famicom (Scart) and five games (10 months guarantee). £250. Tel: (0532) 626180 (Edward). Also F1 Race wanted for Gameboy.

AMSTRAD CPC6128 disk drive computer, colour monitor with original instruction, leads for tape recorder, two top joysticks, over £200 worth of games. Good condition. Only £250 ono. Phone Mark on 0737 357712.

MEGADRIVE, Master System, Game Gear & Gameboy games for sale or swap. Games include Robocod, Trouble Shooter, Xenon 2, Bubble Bobble, Rogger Rabbit, Robocop 2 etc. For list tel: 0480 65402 ask for Andrew.

NES £35. Mario 1 £20. Mario 2 £30. Mario 3 £35. World Wrestling £30. Or all for £120. Worth £190. Antony, 081-203 7192. Excellent.

NES for sale (delux system) including ROB, light gun. 10 great games such as SMB3, Double Dragon II, Legend of Zelda, Batman, Ghosts and Goblins, Airwolf and many more! All for only £200 (no swaps or splits). Phone Jamie on 081-550 7349.

ZX SPECTRUM 128K +2. 2 joysticks, games, original box and manual, good condition. Tel: (0276) 23614. Only £90.

LYNX + 4 briliant games: Ninja Gaiden, Warbirds, S.T.U.N. Runner and Awesome Golf. Batteries and charger. All worth £230. Will sell for £120. Phone Keith on: (0506) 410059 (after 5pm only).

ISSUE 1 of Mean Machines, in mint condition. £15 + p&p. Also other issues available. Phone (0932) 851981 (Daniel).

GAMEBOY with battery pack and Caseboy plus seven games including R:Type, F1 Race, Mickey Mouse, Turtles and Chase HQ. Worth £250, accept £150. Also Nintendo NES machine, Advantage joystick two controllers with five games including Mario 2. Accept £150. Phone Maidenhead (0628) 31095.

SUPER FAMICOM (PAL) + Final Fight for sale. Excellent condition, unwanted Christmas Gift, 1 joy pad. Bargain at £200. Tel: Colchester 0206 560136 between 3pm and 10pm.

ANYBODY WANT to buy my Game Gear, with 3 great games including Shinobi Chase H.Q. and Fantasy Zone Gear. Also with mains adaptor and car adaptor. Boxed as new all for £130. Worth £185. If interested phone 0402 340054, ask for Gavin.

NINTENDO GAMES for sale: SMB3! £30. Life Force £25. Snake Rattle 'n' Roll £15. Bubble Bobble £15 + SMB1 + Duck Hunt for sale with Nintendo Action set £65 + Amstrad Stereo Hi-Fi system: twin cassette record, tuner, speakers £40. Prices negotiable phone 0737 249531.

SEGA MASTER SYSTEM, 2 Joypads perfect working order. 9 games paid £260, sell for £160. Phone Stephen on 081-518 0878.

OFFICIAL BRITISH Gamegear, one week old, plus four games, Shinobi Mickey Mouse, G-LOC and Halley Wars. Everything boxed up except Ha
lley wars which will come in Gamegear box. AC adaptor included. Worth £210, will sell for £140. Phone James 081-655 0236.

UK MEGADRIVE PAL for sale worth £500. Will sell for £300 including 8 top games, EA Hockey, Sonic, Revenge of Shinori, Road Rash, Super Monaco, Immortal, Alterem Beast and F22 Interceptor. AC adaptor included. Phone James after 5.00pm at 081-655 0236.

FOR SALE NES ROB with Gyromite £35. NES Zapper with Duckhunt £30. Afterburner LCD Game £25. Contact 0344 428863.

NES ADVANTAGE. £25. Boy and His Blob. £20. Ring Matthew on 0477 37417.

SUPER FAMICOM games for sale. Geoman Warrior £25. R-Type £25. Super Ghouls and Ghosts £35. The lot for £80. Also Megadrive games F22 interceptor £26. Mercs 2 £25. Both £45. Write to Simon Law, 88 High Street, Crediton, Devon EX17 3LB.

JPN MEGADRIVE including one joypad and one turbo joypad and ten games including Sonic Robocop, P.G.A., Bare Knuckle Mercs, Decapattack, Lakers Versus Celtics, Ghouls and Ghosts, Revenge of Shinobi, Fatal Rewind. Excellent condition, boxed. £275. Phone 0527 65091.

JAP MEGADRIVE for sale. Six great games including Golden Axe II, Strider, Magical Flying Hat and Revenge of Shinobi. Six months old. Still, boxed, mint condition plus joystick. £220. Tel: Adam on 0272 782492 (Bristol).

GAMEGEAR. AC mains adaptor. £6. Phone David on 0734-733957.

MASTER SYSTEM with 15 games. £200 or will swap for Megadrive with some games. Tel: 0272 692650.

AMAZING BARGAIN! Megadrive (boxed). 10 good quality games which include Sonic, Mickey Mouse, Eswat, Spiderman, Ghostbusters, Streets of Rage, Super Shinobi, Quackshot and more. Joypad, power stick and Japanese games adaptor all in mint condition (boy I am crazy) for only £380. Phone 071-435 7383.

BRISTOL AREA, NES Robocop £14, Master System California Games, Golden Axe £12 each, Gameboy Ducktales £10. Phone 0272-863139.

MEGADRIVE GAMES, various titles to sell or swap such as Fantasia Sonic and ESWAT. Please contact Inman on 0532 686396.

MEGADRIVE GAMES for sale. Gynoug, Toejam and Earl, Alien Storm, Monaco G.P. Afterburner, Twin Hawk, Battle Squadron plus Turbo Joypad. Consider swaps for Rainbow Islands, New Zealand Story, Tetris or other good games. Call 071-249-7310.

ATARI LYNIX for sale, boxed as new, still under guarantee including 4 games, Blue Lightning, Zalor Mercenary, Blockout, Checkered Flag, also P.S.U. and Comlynx cable worth £220, £120 only, or will swap for Gamegear with games. Tel: 0438 725058. Contact Peter.

SPECTRUM +2 128K very little used plus 30 Tapes and Magazines still in Box. 051-920 5684.

MEGADRIVE PLAYS all games (UK/USA/JAP), two joypads, nine games including EA Hockey, Road Rash. £250. Phone 0242 241769.

NINTENDO SUPER Famicom (PAL) with stereo headphone, socket 5 games including Mario 4, Final Fight and Geoman the Warrior. 2 joypads P.S.U. All boxed and Hi-Fi stereo leads worth over £460, sell for £360. Tel: 0292 77130.

NES GAMES, Legend of Zelda I and II for £45. Gradius, Pro-Am and Rad Racer for £50. Metroid, Castlevania, Kid Icarus and Goonies II for £60, or everything for £130. All games in excellent condition, if interested tel: 081-555 3755.

MASTER SYSTEM for sale. Year old still boxed. Three games, Mickey Mouse, Moonwalker and Alex Kid, all boxed with instructions. Also included a new hand-held game. All for only £90. Buyer wanted in Berkshire. Phone Bracknell 0344 51580 now!

AMIGA PLUS usual accesories with loads of discs packed with demos, games and mags. £290. No offers. Swindon, Wilts. Tel: 0793 522894.

SEGA MASTER system and 13 games, pads joystick, games include Mickey Mouse, Wonder Boys 1, 2 and 3, Rastan, Spider Man. Still boxed and guaranteed. Brilliant condition. £200. Phone Scott on 0706 39071, Castleton, Rochdale, Lancs.

BBC COMPUTER Model B for sale, over 100 games on cassette with joystick and Logo. £100 ono. Tel 0737 554141.

AMSTRAD CPC 464 with colour monitor. Loads of software, art program. Bargain at £150 ono. Call Matt on 0787 70575.

COMMODORE 64K with 75 games, arcade joystick, 2 data recorders, light gun, art pack. For sale £90. Phone 081-594 5882.

AMIGA 1 MEG with printer, mouse, joysticks. 60+ games, all leads and manuals. Swap for a super Famicom or £350. Tel: 0525 270406. I will pick up or pay postage. Will also swap for Megadrive software or a Megadrive CD-ROM unit.

SUPER FAMICOM, Scart, 5 months old with Caveman Ninja, Super Tennis, power supply etc, £220 ono or any deal about swapping for a PC Engine GT will be considered. Also N.E.S. games, £15 each. Hurry! Call after five. 0252 622562.

MASTER SYSTEM+ 14 games like Sonic Super Kick Off worth over £400. Will sell for £250. Phone Neil 081-803 4378.

ATARI LYNX, good condition, includes 4 games, carry pouch, sun visor, adaptor. Phone Dave after 4.30pm 0777 817770, £120. Bargain.

NINTENDO NES, good condition, 7 games including SMB2, Bayo Billy and Kid Icarus. Sell for £150, worth £200. If interested call a.m. now on 091-213 1301, Newcastle-upon-Tyne.

SEGA MASTER System with one joypad, 2 games, also Sony 74K Computer, both for £70. Phone 0742 587402.

SEGA MAGADRIVE with Arcade power stick. Both in very good condition and boxed. Including 11 games. Sell for £320. Phone Tony on 0268 692745 (Essex).

PC ENGINE plus CD ROM unit, 13 CD Games including Street Fighter £600 ono. Tel 071-515 4297. Ask for Tung. Also JAD mags for sale, 22 issues worth £750, each sell £150 the lot. All mint condition or swap.

AMIGA, 1 MEG with printer, mouse, joysticks, 60+ games all leads and manuals. Swap for a super Famicom or £350. Tel 0525 270406. I will pick up or pay postage. Will also swap for Megadrive Software or a Megadrive CD-ROM unit.

GAME GEAR, 13 games including 12 in 1 cart. Games inclcude Axe Battler. £130 inc postage. 0602 634055 after five.

RAINBOW ISLANDS with Japanese converter and "Columns" for the Sega Megadrive. Telephone: 0702 613454.

SEGA MEGA DRIVE with 4 games including Altered Beast, Strider Shinobi and Moonwalker and on second joypad. All leads still boxed perfect condition. Bargain £200. Tel 0643 707129.

OFFICIAL UK MEGADRIVE (PAL) boxed, guaranteed, two months old, two joysticks, F-22, Road Rash, Dick Tracy, Golden Axe, Sonic, John Maddens, Super Monaco GP. Worth £370. Sell all for £295 or split. Ring Niall on Winterbourne, Bristol 0454 773985.

WANTED

PC ENGINE games wanted. Motoroader 2, Gunhed, Alien, Crush, Splatterhouse R-Type 2. Pay £25+. Swap for Dungeon Explorer. Phone Robin 08494 32166.

I AM desperate for someone to tell me how to play Jap games on U.K. Megadrive. Phone 0672 20400.

MEGA DRIVE games wanted. Pay between £5 to £20. Four required. Send list to Mr S. Singh, 101 Robinhood Lane, Kingston-Vale, SW15. 100% reply.

NINTENDO Gameboy + leads + any game. Will pay £40-£50. Ring 0939 250024. P.S. any comics. I will buy as well.

AMERICAN NINTENDO owner requires more American games old or new for N.E.S. System. Phone Phil 0522 528320 after 6.00 pm.

WANTED badly the Arcade Machine, Wrestle Fest. Will pay between £100 and £300 for either secondhand or first hand. Please phone 081-954 4944 and ask for Paul.

GAMEBOY or Gamegear with games wanted. Willing to pay £50-£65. Tel: Peter 0225 312053.

WANTED Neo Geo games any good games I will buy at good prices also second hand Neo Geo wanted in good condition. Megadrive games for sale Saint Sword £19.95, Raidan Trad £24.95, Jewel Master £24.95 and more. Tel. 0924 402244.

WANTED any used Nintendo games. Phone 0342 327221 or 0342 315992 anytime.

SWAP

I'LL SWAP my Wrestle War, John Madden 92 for F22, R. Rash, S. Rage, swap 2 for 2. Phone Paul on (0277) 631857.

YO ROYALISTS! I'll swap my Super Famicon Scart in excellent condition, boxed with three games Super NAMO4, Final Fight, Gradmis 3 for your NEO GEO and two or more games, good condition. Ring Simon on 0689 847732 Thank you!

MEGADRIVE swap my John Madden's for any other good titles. Phone Harvey on (0494) 882276. P.S. only English games.

GAME GEAR: I will swap Wonderboy and Super Monaco GP for any decent games. Phone Adrian on 0788 536850 please.

SWAP my Atari ST 520 FM with 45 games. Hardware, wordprocessor, ST Basic programming language. Spell check, etc. Demos 1 Meg disk drive. Moule and two joy sticks for your Amiga with games, animation programme and de-luxe paint. Phone 081-659 1187 London.

MEGADRIVE swaps my Ice Hockey, Hellfire, Super Shinobi, Monaco GP, Sonic for your Mercs, Spiderman, Zero Wing, Road Rash, Quackshot or anything good. Phone Ian (0455) 557523 after 4pm.

I WILL swap my Game Gear Shinobi for Soncie The Hedgehog on Game Gear. Tel. Phil on (0928) 565140.

SEGA game gear. Brand new (still have receipt), in absolutley perfect condition, completely unscratched screen (hardly ever been used) with mains adaptor (but no box though). Will swap for Gameboy with approx. 10 games. Please phone Mike anytime (0903) 237321.

YO MAN I'll swap my Atari Lynx with one gme and the adaptor for a Gameboy with 3 games and will swap Megadrive's Budokan for Streets of Rage Strider or Super Monaco Grand Prix. Phone Mark on 081-9810942.

MART

WILL anyone swap three Famicon games for my Master System and Sonic will consider anything. Ring Paul on 0263 735328.
SWAP my Double Dragon II or Batman for your Megaman, Shadow Warriors, Marble Madness or California Games. Phone (0442) 244426.
SWAP Out Run, Pro Wrestling, Monopoly on the Master System for Ninja Gaiden and APC adaptor on Game Gear. 0452 720851.
SWAP, Megadrive, ToeJam and Earl, Moonwalker, Rambo III, for your After Burner 11, Mercs, Thunderforce 3, Must be U.K. games. Phone Paul 0823 279771 (Taunton). Do it now!
I WILL swap Nintendo World Cup and WWF Super Stats on Gameboy for Castlevania I or 2 and Super mario or I will swap for Gargoyles Quest and Wizards and Warriors Fortress of Fear. Phone Simon on (0702) 205646 now!
SWAP my Megadrive with 14 top games including Sonic, PGA, Road rash, etc. Plus 2 joypads, 1 Joystick, stereo speakers. And various magazines for your colour printer and hard drive (at least 50mb) for an Amiga. Phone John 0442 215192.
I WOULD like to swap F-22 Interceptor or Lakers Verses Celtics or Toejam and earl for Road Rash or Ice Hockey in case you were not aware this is for the megadrive. If interested contact Philip on 021 454 4196.
SWAP my Megadrive, Jap Pal, for a Jap or American Famicom with 3 games. Megadrive in mint cond. with 2 joypads and 6, maybe more, games, games include Maddens, Mickey Mouse, Golden Axe, Machine. Games fully boxed. Dan 0708 751858.
SWAP Hunt for Red October for Ghostbusters II or Bugs Bunny II. Phone Edwin on (021) 474 3821.

WILL swap my NES with SMBII and Spy Vs Spy for Gameboy with games and no scratches. Telephone 0202 421339.

WILL swap Chase HQ for WWF Superstars. If interested phone (0953) 717594 and ask for Matthew. Remember they're Gameboy games!

I'LL SWAP summer games or Golden Axe (Master System) for any good soccer game. Phone Andy on (0273) 420839 (Brighton).

SWAP my Atari STFM with 19 top games for your Megadrive with 5 good games. Ring (0298) 814953 (Buxton).

MEGA DRIVE games for swap. Only decen games wanted. Also M.D. games for sale £16.25. Phone 081-672 1569. Robert.

SWAP Panasonic RQS-45 ultra slimline stereo Walkman in excellent condition. Boxed and hardly used, features include auto reverse, SXBS, LCD remote control. Comes complete with rechargeable battery recharger and normal battery adaptor. For megadrive and one game or sell £85. Tel: SAJ 081-803 2988.

FANCY swapping my Sonic for either EA Hockey, Eswat, Revenge of Shinobi, PGA Golf, or Monaco G.P. Phone Mike on 031-555 2695.

SWAP my World Cup Italia '90 (Megadrive) for your Gynoug or sell for £17. Call Neil on 0778 345297 after 4pm.

LYNX, 2 games with batteries, screen protector, fully boxed to swap for Gamegear + 2 games. Phone Kevin, Cardiff (0222) 733784, mint condition.

WILL swap my WWE Superstars for your Megaman (other games also available). Phone Chris after 6.00pm on 081-444 3890.

SEGA Master system plus, swap for Famicon + Sega and Lynx plus games. Will swap for Famicon plus Games if interested. Contact Justin after 7.00 pm (0533) 551088.
I WILL swap my Sonic for Terminator, James Pond II, John Madden 92 or EA Ice Hockey. Ring T. Wells 522608.
SWAP Gameboy plus 9 games, light magnifier and carry case for Lynx 1, 2 or Game Gear with games for either machines. Phone Ian on 0934 712124. Might sell games and/or Gameboy for good price.
WILL swap Game Gear for Mickey Mouse, Super Monaco GP and Wonderboy for good British megadrive games. Please phone (0305) 263356.
WILL swap (Sega M.S. Game) Transbot with £5 for Rastan or Final Flight or Ghouls 'N' Ghosts or WWF/ Pro Wrestling or sell for £10. Game brand new with instructions. Ask for Andrew on (0286) 880666.
I WILL swap John Madden 92 for F22/Wrestle Wars. UK games only. Phone Ben after 6p.m. 0237 471276.
I WILL swap Mickey Mouse and Super Real Basketball for EA Ice Hockey and Afterburner II. Phone 071-387 7704.
MUD BLASTER radio controlled car with control, fast charger, battery and connector to car. Lighter and bag to carry all worth around £150. Will swap for 3 good megadrive games or quality zoom lens for Olympus OM101. Call Stav (0636) 71361.
MEGADRIVE games for swap. Bonanza Bros, Golden Axe, Joe, Jan & earl, Arelis, Odyssey, Sonic, Wonder Boy III, Forgotten World and Gameboy with 5 games for your Atari Lynx with two games. Phone Alex (0698) 829342 after 5 p.m.
I WILL swap my Megadrive with £330 of games inc James Pond, Midnight Resistance and Mickey, Alien Storm all together 9 games for Famicon with 3 games, Final Fight, Mario 4 and R, Type. Call Shaun (0274) 613239. Idle, Bradford after 6 p.m.
PLEASE call if you want to swap with my fantastic megadrive games. I may even sell some. (021) 459 7576.
MEGADRIVE and Master System owners. Loads of games for swaps. £4 per swap. Interested? For details phone Andy (021) 553 2931.
SEXY Sega Master System with 5 games for any handheld with games. Tel: 0636 830446 ask for Jon, will sell for £75 o.n.o.

SWAP my Master System games Sonic or Donald Duck for Populas or Shadow of the Beast. Phone after 6. Steven on Redcar (0642) 475394. Also swap Ghost Busters for any good £30 game. Sensible offers only please. Happy Gaming.

MY MASTER System plus Rapid Fire, Californian Games, Xenon 2, Slapshot + Alex, Miracle for Gameboy + Games. Contact Matthew (021) 706 9469.

I WILL swap my mega drive in excellent condition with 2 games, 2 joypads and a games caddy for a Game Gear with at least 3 good games and a mains adaptor. If you're interested. Ring 081-578 0391 right now!!

MISCELLANEOUS

WE ALL know that exchanging your old games is the cheapest way to play. So do yourself a favour. Send SAE to: Gaming Madness, Lyngval, Clwyd, LL22 9LF. (State Console, Megadrive, Sega, NES, Gameboy, Game Gear, Lynx).
BUYING a Megadrive or Mega-CD. Send £10 for 2 hour demo video. Robin Walace, Curraghmore, Borrisokane, Tipperary, Ireland.
I HAVE a Megadrive and 15 games plus 2 Keypads. Swap for Amiga A500 plus joystick and mouse and some games. Please write: 4 New Cross Drive, Woodhouse, Sheffield SI3 7GG. Everything is in top condition.
DOES ANYONE out there have any game music on cassette or CD to sell. Tel: :0928) 568179 (4-6pm).
NEO GEO owners, any clubs or second hand carts for sale out there? Contact Pete, 0823 279771, Taunton, Somerset.

MESSAGES

GAMEBOY GUIDE: Quality Nitendo Gameboy Fanzine, now over 500 users. Send in your own reviews, high scores, cheats and hints. Make Cheques of postal orders payable to Stewart Cromar, 10 Jarvie Place, Glenrothes, Fife KY6 2LE.
WOTT GAME gear mag. Reviews, tips, cheats, news. Send SAE + 1 to Wott GG Mag, 35 Grasleigh Way, Bradford, West Yorks BD1S 9AX.

PEN PALS

HI! Everyone I'm Tom and I'm looking for a m/f penpal aged 12-13. I own a Megadrive and Game Gear. Call 081-997 6203 or write to the following address: 65 Meadvale Road, Ealing, London W5 1LP. Photo appreciated. 100%. Reply write now!!
25-YEAR-OLD Amiga nut seeks female pen pals. Any age, let's talk about life, universe and everything and the small green bug eyed monster who lives on Alpha Centaur. Gary, 4 Green Street, Sandbach, Cheshire CW11 9AX. Write now!!

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MEGADRIVE OWNERS

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For further details phone Steve/Bob on 0909 475686 between 4pmn-6pm Mon-Fri.

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We will buy your unwanted Sega Master and Mega Games. We pay **cash** and are interested in all titles.

Ring 0482 508498 (9-5pm)/ 0482 632742 (after 5pm). Ask for Lyn or David.

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39 Killane Park, Ahoghill, Co. Antrim BT42 LLS. Tel:0266 871170 after 5.30pm

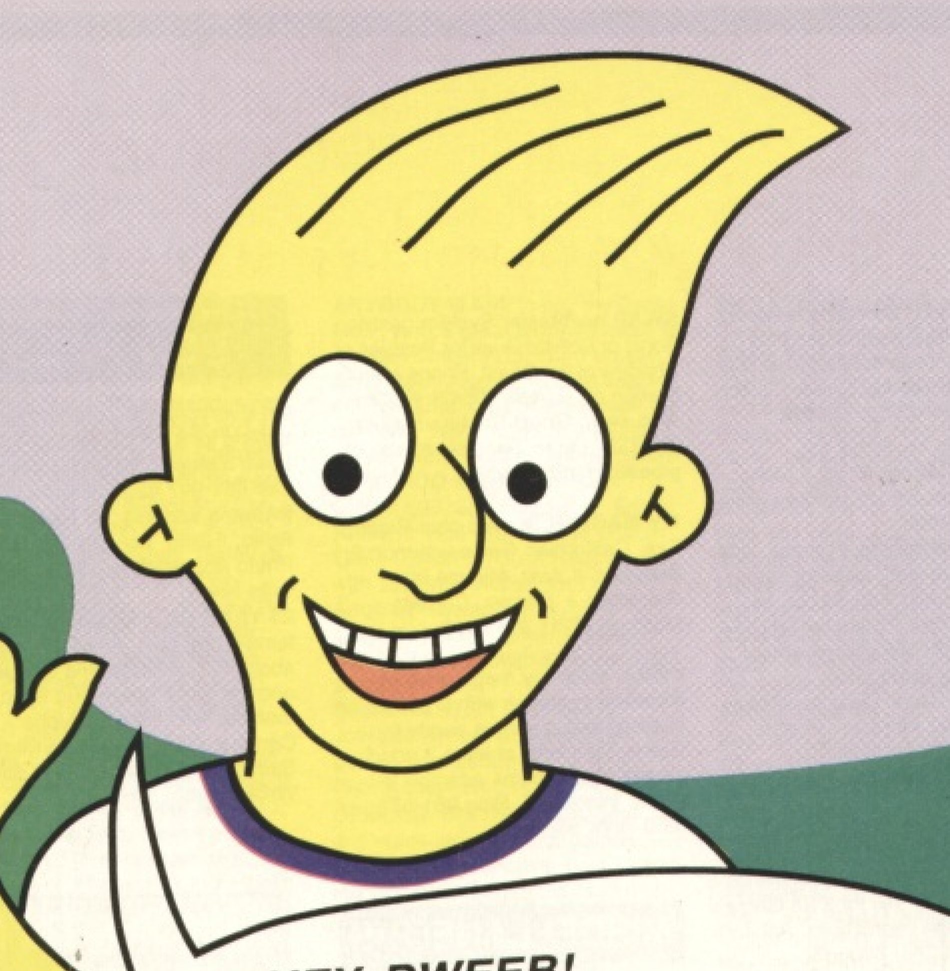
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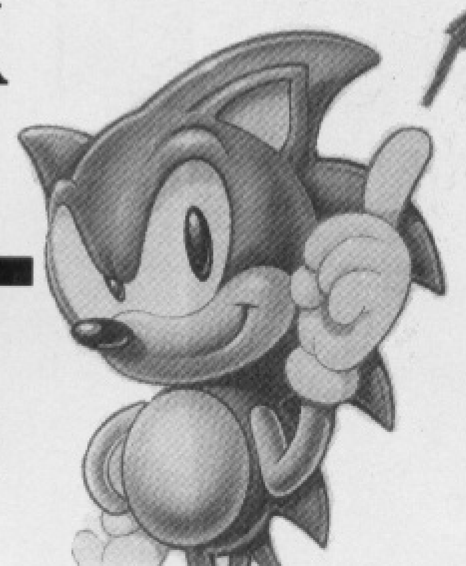
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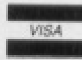
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NEW GAME PREVIEW

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

SMASH T.V.

Converted from the mega Williams coin-op, Smash TV on the Super NES looks like being one of the best shoot 'em ups ever to blast onto a console screen! It's based around a horrifying, yet exciting future game show where contestants gamble with their very lives in the Smash TV studios. The participant enters a maze of rooms, where he is instantly besieged by swarms of psychotic enemy drones. The objective is just to blast them all and pick up the prizes and power-ups that occasionally appear. Once all of your foes are dealt with, exits open up enabling to you to test your mettle against another even deadlier batch of enemies.

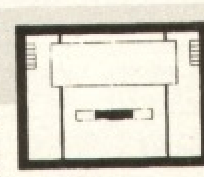


All of the slick graphics, sampled sound and ultra-violent gameplay of the coin-op have been crammed into Acclaim's Super NES conversion, making Smash TV one of the most compulsive, satisfying blasts yet seen! If you want to know more about this amazing product, look out for a full review in a future issue of MEAN MACHINES.



SUPER FAMICOM





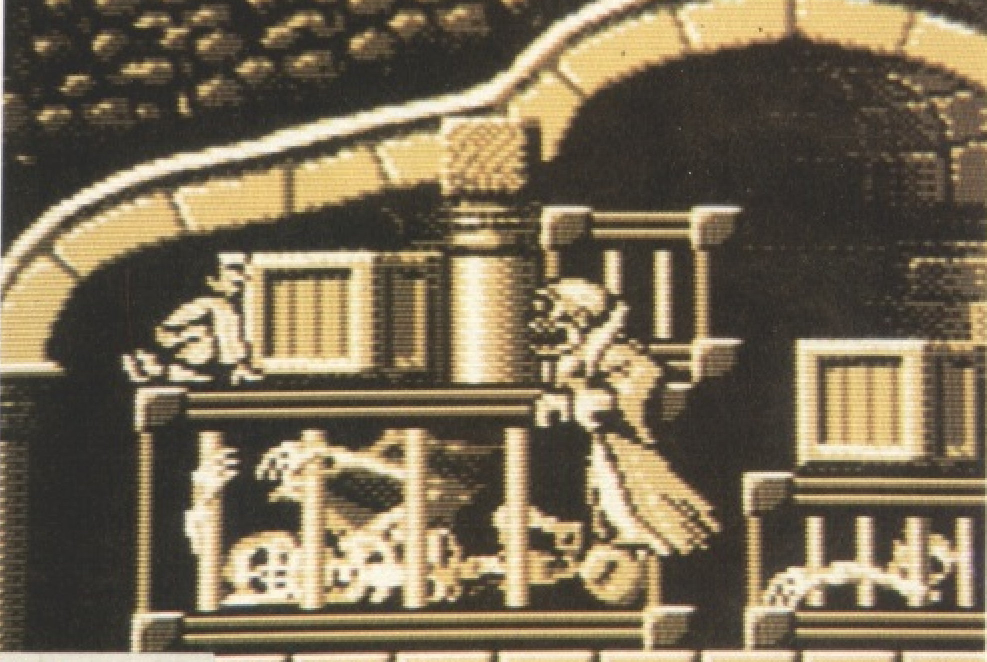


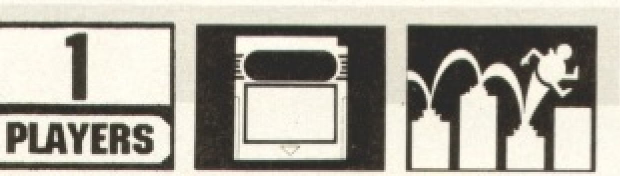


Dr. Franken

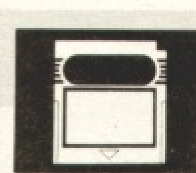
Look out for Dr Franken, a Gameboy arcade adventure that's going to hit the streets sometime during the summer. You play the part of the eponymous Dr Franken, who runs around a massive 250-screen castle trying to track down bits of his exploded chum, Bitsy. However, there are plenty of taxing puzzles lying in wait ready to hamper Frankie's progress, so plenty of mind-bending cunning is required to access the later levels. Best described as a sort of Prince of Persia style game with heavier adventure overtones, Dr Franken seems to shaping up quite nicely. As soon as the game is complete, we'll give you more details.

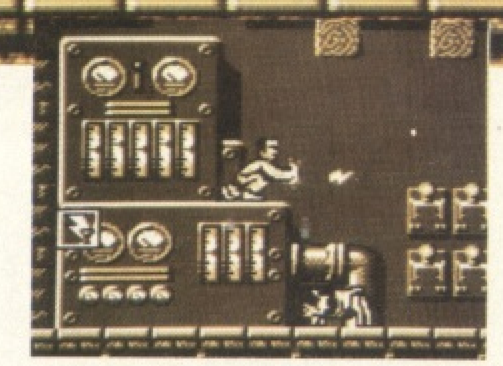










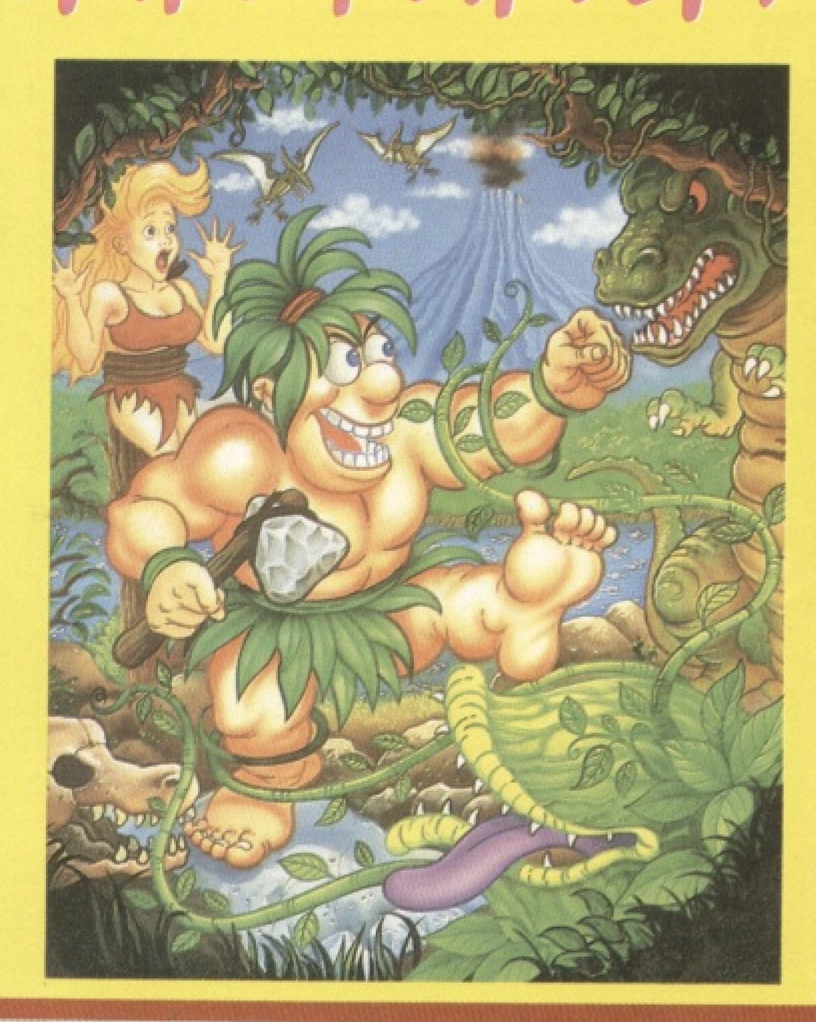


JOE AND MAC: CAVEMAN NINJA

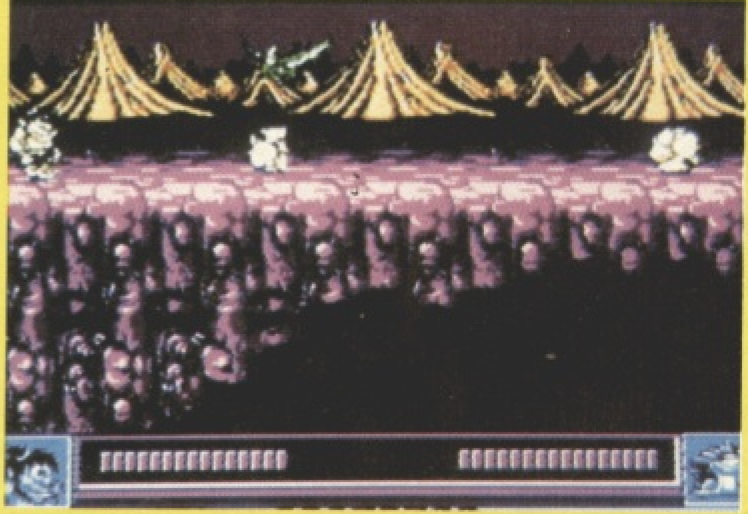
Already out on import for the Super NES, Joe and Mac (aka Caveman Ninja) is ready for an official May release on the Nintendo.

Not surprisingly, the game casts you as Joe, and in two-player mode your pal adopts the mantle of Mac, who are out for vengeance after some rival cavemen pinched all the cave-women from their settlement. The game is a horizontally scrolling platform effort, with Joe running around throwing wheels and axes at a variety of vicious prehistoric beasts.

As you can tell from the screenshots, NES Joe and Mac is pretty close to the arcade original, and there's some skill six-level parallax and sampled sound to astound and amaze. MEAN MACHINES will have the exclusive review next month.

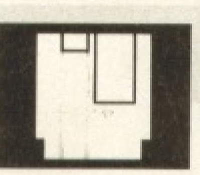




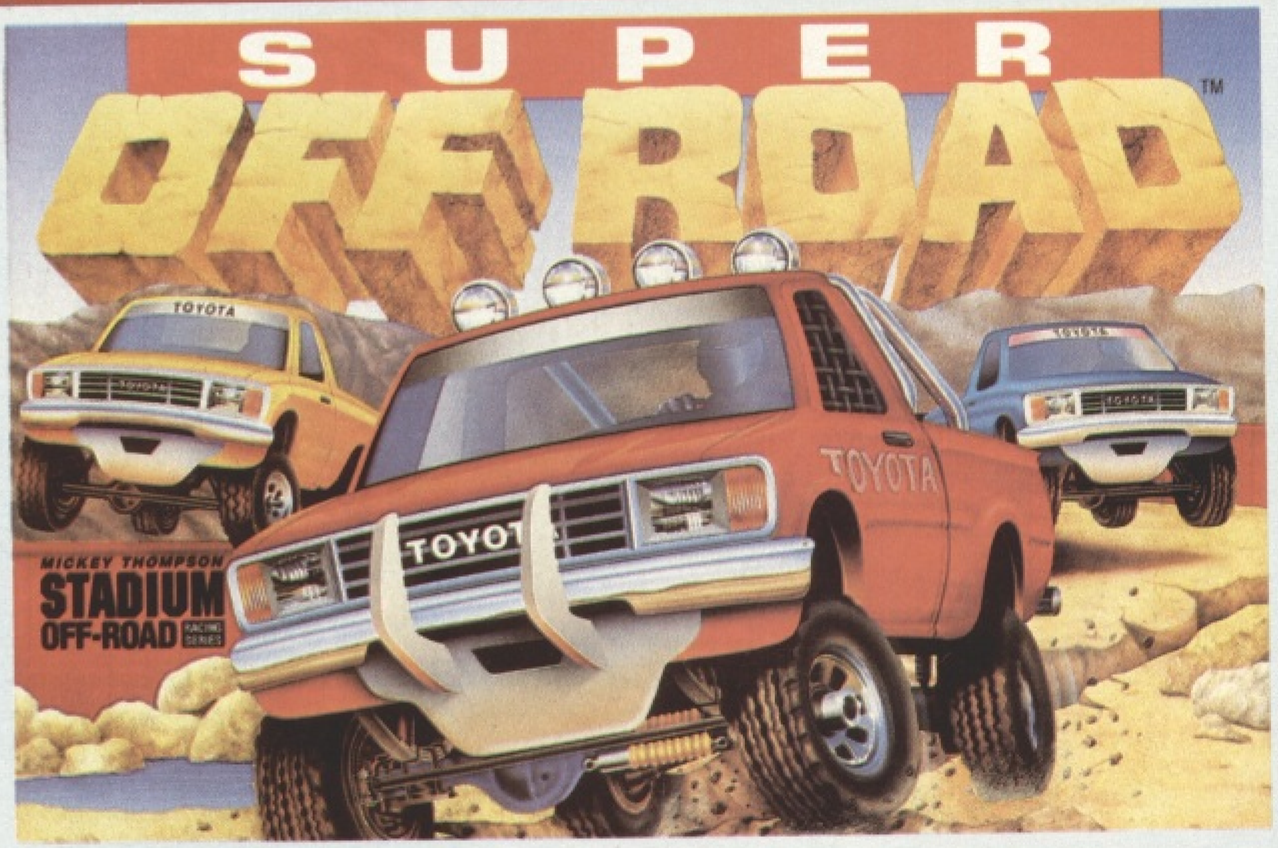


NINTENDO









Take the wheel of a massive 4x4 off-road truck and participate in Ivan "Ironman" Stewart's Super Off-Road Racing - a conversion of the popular three-player coin-op.

Super Off-Road is best described as a sort of jazzed-up version of the old Atari coin-op, Super Sprint. A quartet of 4x4 trucks race around a series of dirt tracks with but one objective in mind - to reach the chequered flag first. The prize money you earn is spent on various power-ups at the "Ironman" shop, including nitro boosters, souped-up engines, improved shock absorbers and better tyres.

The Super NES version of Super Off-Road features simultaneous two-player action and includes gameplay and presentation tweaks along with extra tracks, making it even more playable, better-looking and longer-lasting than the original Leland coin-op! MEAN MACHINES will have the definitive review in the near future.







▲ *The Super NES version of Super Off-Road improves on the coin-op in the presentation*

▲ *Amazing! As this screenshot shows, Super Off-Road is visually identical to the Leland coin-op. Even the animation on the 4x4 trucks is as good as the coin-op, with over 400 frames of sprite animation!*

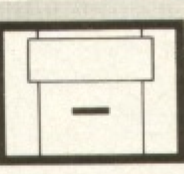


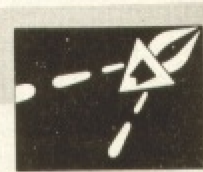
▲ *The programmers have even added to the coin-op by placing extra hazards on the track during later levels*



SUPER FAMICOM

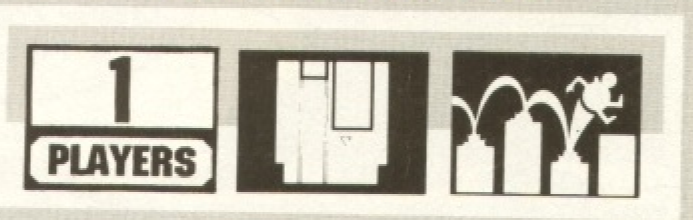






BUGS BUNNY'S BIRTHDAY BLOW-OUT

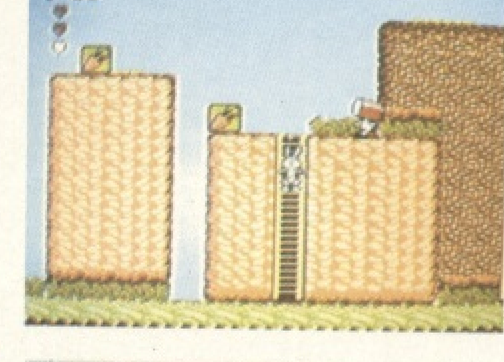
Warner Brothers' fifty year-old rabbit cartoon character is starring in his very own Nintendo game! Bugs Bunny's Birthday Blow-Out stars the popular "wabbit" as he runs around a platform environment picking up carrot icons. Unfortunately, his worst enemies have got wind of his carrot-collecting clowning and have banded together to sort out their wise-guy nemesis once for all. Included in the baddie line-up are the lovable likes of Wile E Coyote, Elmer Fudd and the Tasmanian Devil.
Aimed at younger Nintendo owners, Bugs Bunny's Birthday Blow-Out looks like being quite a laugh. MEAN MACHINES will be carrying a detailed review next month.

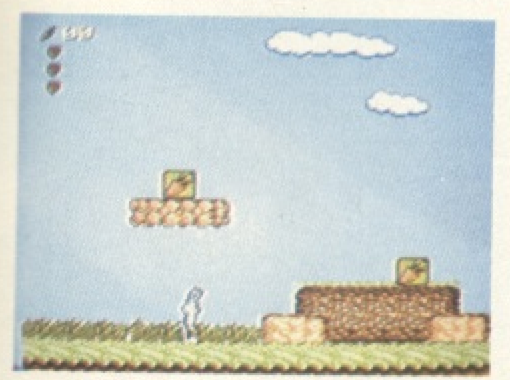








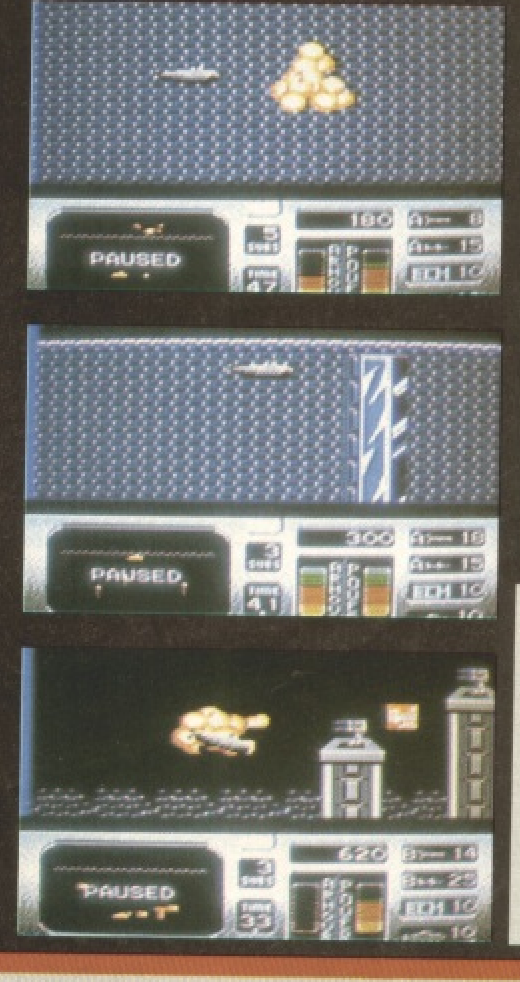






THE HUNT FOR RED OCTOBER

Based on the excellent Sean Connery movie, The Hunt for Red October puts you in control of the most advanced Russian submarines yet devised. It boasts unrivalled weaponry and a prototype device that makes the submarine invisible to radar! However, you've decided to defect to the West - taking the sub with you! As you may have gathered, this is all an excuse for some horizontally scrolling action as the Red October uses its uncanny resources to blast a way through the pursuing Russian fleet AND the American scouts that perceive the Red October as a threat.
The preview copy of the game we've seen doesn't look too hot at all, with some of the most indescribably terrible music yet ever to issue forth from the Nintendo. Whether the gameplay makes up for it or not you'll find out for sure when we review the finished product in our very next issue.



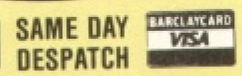




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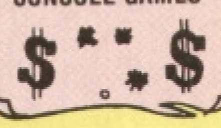
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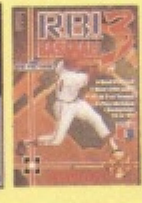
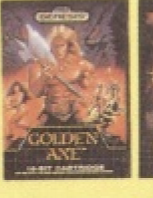
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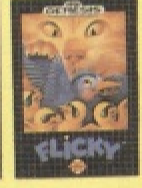


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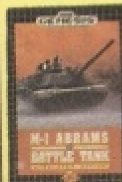
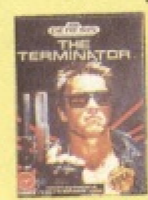
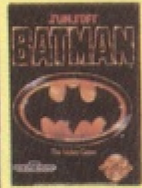


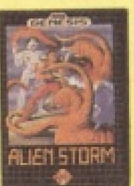
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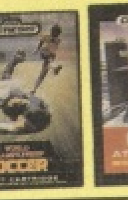








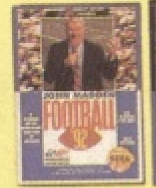
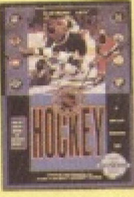



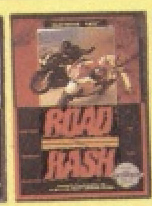
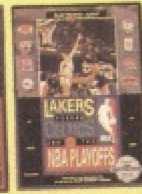

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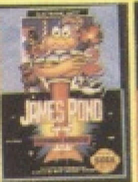
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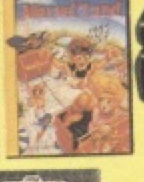
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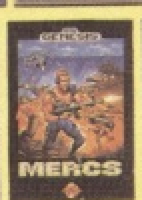




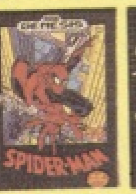


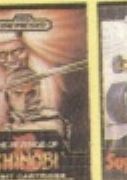



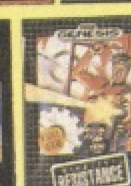
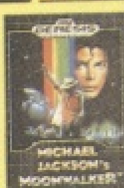

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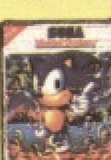
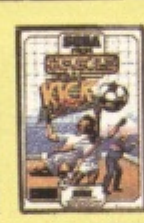







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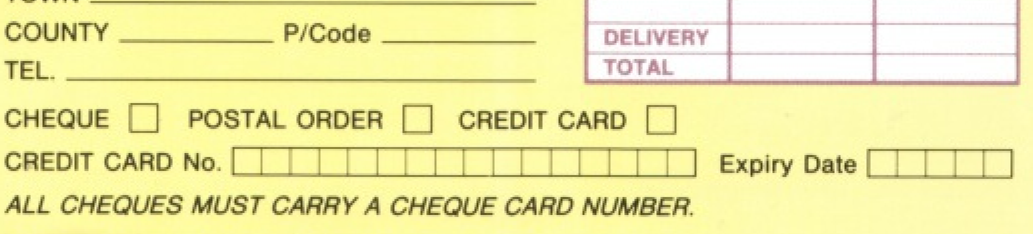
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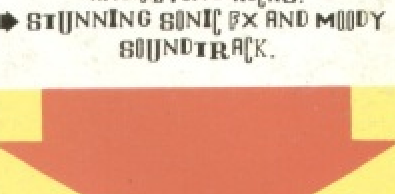
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MEAN MACHINES SPECIAL
STREET FIGHTER II
TM
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THE ULTIMATE PLAYER'S GUIDE!

Street Fighter II: World Ph

THE STORY SO FAR...

Capcom's Street Fighter II: The World Warrior is definitely THE greatest arcade beat 'em up ever devised. Featuring the most detailed, well-animated sprites and backdrops ever seen in a beat 'em up, along with perfect crunching sounds, it's instantly recognisable in any arcade. But the thing that makes Street Fighter II the most amazing combat game yet seen is the sheer variety in the hyper-addictive gameplay. Mastering all eight characters and every one of their combat moves involves literally months of intensive, fun-packed play.



▲ *Dhalsim's yoga-spear impales Honda!*

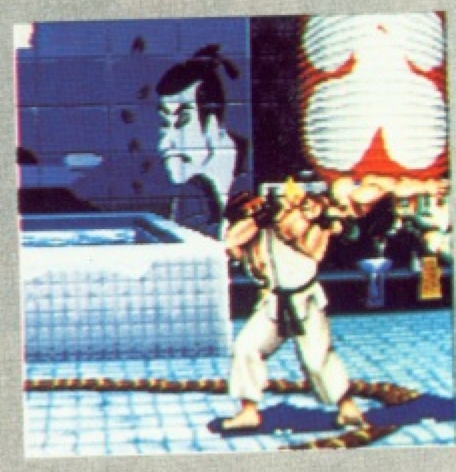
THE PLOT UNVEILED...

Eight combatants from all over the world have entered the Street Fighter II challenge. Each of them is a master of a deadly art of combat and dedicated to bringing the coveted Street Fighter II championship award back to their country.

But it is a long and arduous path ahead. First of all, one participant must prove his worth by single-handedly defeating the other contestants in a series of one-on-one combat rounds. Only then can the worthy challenger face up to the four remaining guardians of the Street Fighter contest - Balrog, Bison, Vega and the twisted Sagat!

▼ ***Street Fighter action from around the world.***





Phenomenon



HISTORY

When Street Fighter II was released in 1991, no one imagined that it would go on to become one of the popular coin-ops of all time. It instantly topped every arcade chart worldwide and still holds the top slot today after almost a year!

By popular demand, Capcom have reprogrammed Street Fighter II for Nintendo's amazing Super NES and a near-finished version was on display at the Winter CES Show two months ago. Not surprisingly, this version is almost arcade perfect, incorporating every character from the coin-op and the essential simultaneous two-player option. This is all made possible due to the fact that Street Fighter II is Nintendo's first 16-meg cartridge - giving it twice the memory capacity of Capcom's own Final Fight conversion!



▲ *Select your fighter.*



ARCADE PICTURE



SUPER NES PICTURE

▲ ***The above picture shows the Super NES version of Street Fighter II. This massive 16 mega-bit cartridge packs in all of the characters and special moves of the monster coin-op. The finished conversion should be out by June this year.***

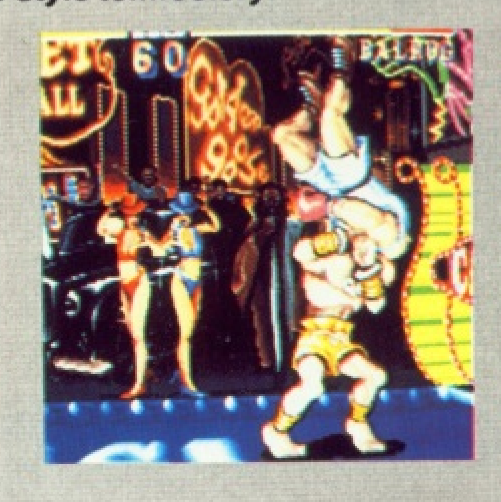
FIGHTER PROFILE

Over the next five pages, we present the full lowdown on eight of the world's greatest Street Fighters, detailing each of their deadly attacks and special tactics. The back page of this book gives you profiles on the last four unselectable opponents that stand between you and the title as the world's greatest Street Fighter!

▼ ***Some more topper action-style tomfoolery.***



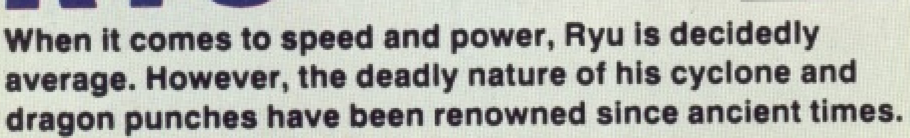






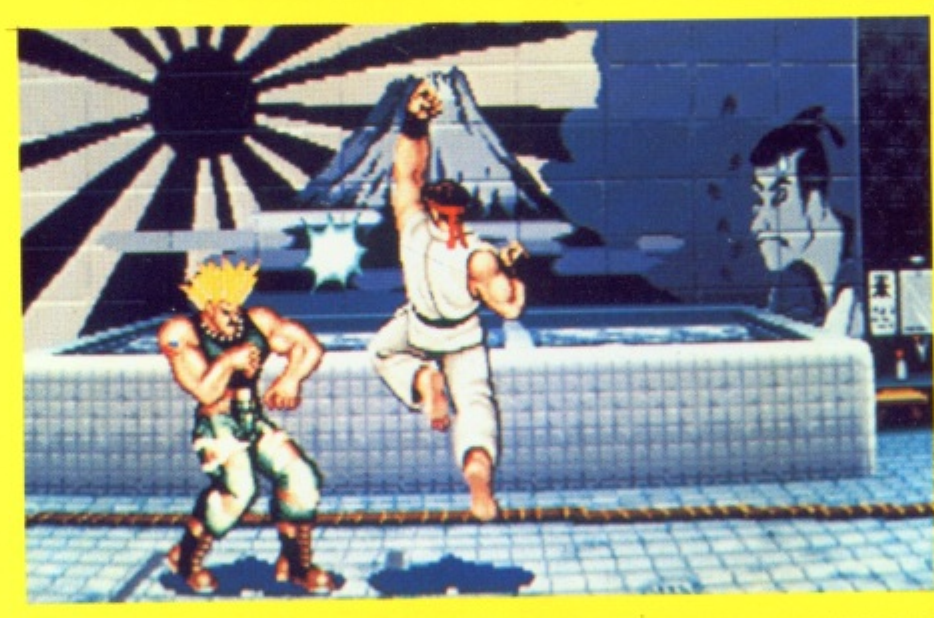
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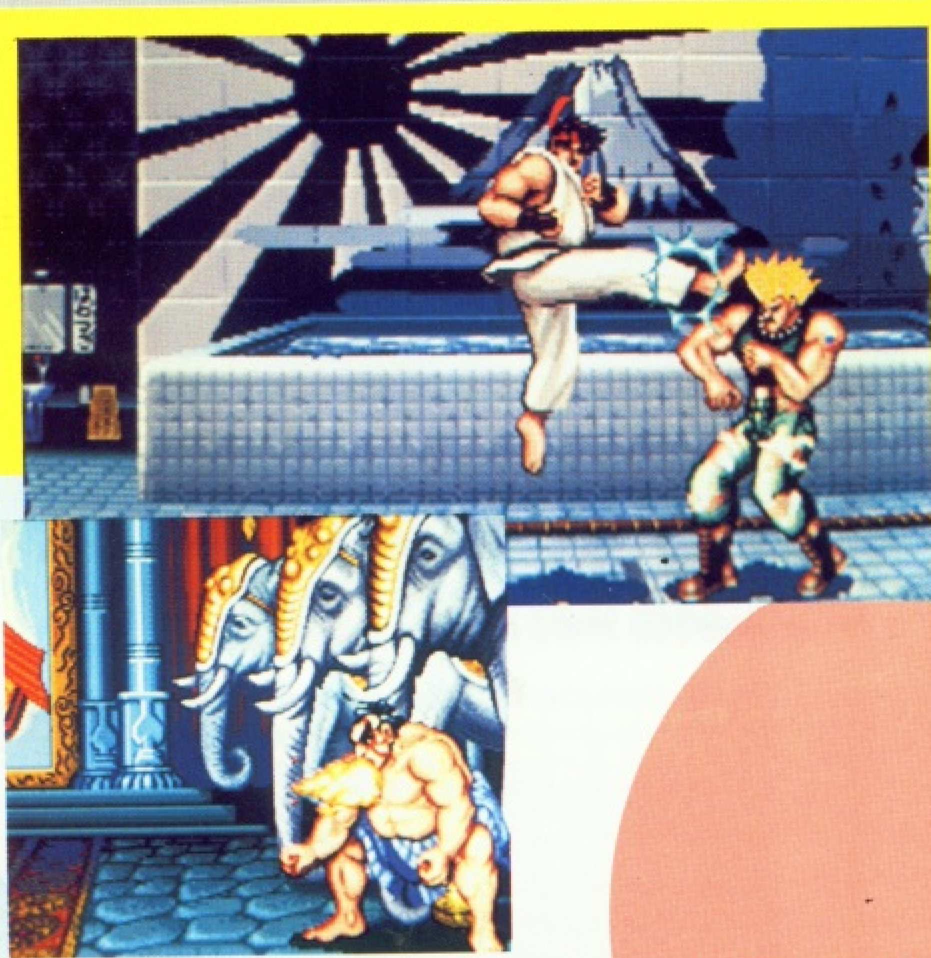




RYU

When it comes to speed and power, Ryu is decidedly average. However, the deadly nature of his cyclone and dragon punches have been renowned since ancient times.



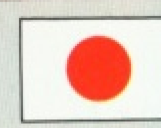






The most popular character in Street Fighter II becomes the most deadly once you have mastered the Sheng Long dragon punch. This is the most devastating attack available, especially when used against an opponent in mid-jump.





E HONDA

Honda has joined the Street Fighter II competition to prove the superiority of the Japanese Sumo Wrestler. He is the embodiment of the ancient Japanese spirit.

Incredible reaching abilities and crushing holds just aren't good enough to keep Honda alive in most two-player bouts. However, clever players should soon discover Honda's special talents, like his long-reaching front kick and the power-draining hundred-hand slap, which drains energy even when an opponent blocks.







▲ ***E Honda is a powerful foe - check out some of these tactics!***

Street Fighter?



Unlike Ryu's calm and precise attacks, Ken is a lethal, unstoppable foe when his berserker rage takes hold. However, even this is vulnerable to the Sheng Long dragon punch!



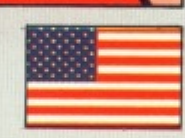
Like Guile, Chun Li has an amazing jump throw that picks off jumping opponents by hurling them back at the ground. This move is particularly lethal to Dhalsim, so should you be playing him, keep to the ground or else!



▲ *Chun Li throws Guile with ease.*



KEN



Although Ken and Ryu trained together and possess very similar abilities, Ken moved to America in order to train against a greater variety of more dangerous opponents.









CHUN LI



Possessing incredible speed, Chun Li can overwhelm opponents in seconds and is the only female competitor to make it to the Street Fighter finals this year. Proclaiming herself "the strongest woman in the world", you can't fail to be amazed at her agility and combat skills.

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Are You A World



BLANKA



Possessing inhuman speed and diverse combat manoeuvres, no one can stand up to Blanka's continuous barrage of physical aggression. Clearly not human, Blanka is one of the most physically intimidating characters in Street Fighter II.



Blanka is by far the easiest character to successfully master. Once you've got to grips with his special moves, you should have no problem in demolishing opponents with powerful, fast blows. A good strategy is to catch your opponent off-guard with a cannon ball attack and then head-butt them into unconsciousness. Since Blanka has no throwing techniques, use the deadly neck-bite to damage opponents who attempt to block. Blanka's best defence is his vicious thunder storm move, but watch out for missile attacks from your opponents.





Guile's combat skills were honed to perfection in the American military, making him a very worthy contender for the World Warrior trophy. Although he isn't the fastest or strongest character, Guile's relentless, pressing attack has paved the way for many victories.

We Are Waiting For Your Challenge



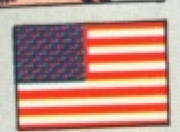








GUILE



Although Guile is an icy cool character, he assaults his opponents without restraint. His normal kick alone is very powerful, but it is his somersault kick that is particularly devastating.

Warrior?

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▲ ***Smash these barrels for points.***



▲ ***Using the thunder storm manoeuvre, Blanka fries Zangief!***



Russia's finest wrestler has 13 deadly special moves to help him defeat the other contestants. Zangief is the strongest competitor in Street Fighter II, so if you face him try to stay out of arm's length. Failure to do so results in you falling victim to bone-crushing attacks like face crushes, whip smashes or brain-busters to name but three. Being so large, Zangief is quite slow, but remember, he only really needs one chance to demolish his opposition!



▲ ***Ken is the victim of a really nasty spinning pile-driver - the most powerful move in the game!***



ZANGIEF



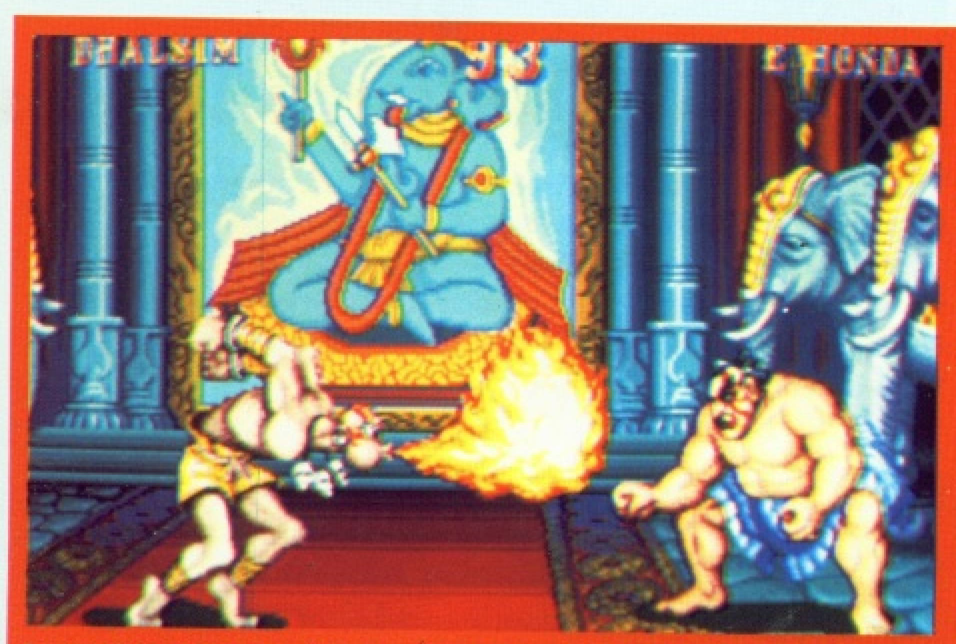
Although he moves slowly, Zangief's pile-driver and brain-buster moves are the most powerful attacks in the whole game!



▲ ***Zangief's most powerful attacks smash Balrog!***







Incredible reach and fierce flame attacks make Dhalsim a tricky foe. Perhaps his most potent offense are his stretching arms and legs. As well as punching and kicking, his stretching grip is great for throwing his enemies at range. Although primarily a character specialising in long-range attacks, Dhalsim has a sneaky close-range head-butt that floors any opponent.



DHALSIM



A master of yoga, Dhalsim is capable of manipulating his body in ways that are unbelievable to ordinary men. His only real weakness is his slow speed.





The End?

To become the World Warrior champion, first of all you need to beat your other Street Fighting chums. After that, four more even deadlier opponents lie in wait. Each one of them has mastered combat techniques stronger than yours - and all of them will delight in your painful demise!



BALROG

Balrog is the first of the final four boss characters. Despite his limited number of moves, he possesses immense punching power that even inflicts damage if you block!



VEGA

Vega is as much an athelete as he is a warrior. Armed with a vicious claw glove, this Spaniard attacks without mercy and uses the walls and the fence to launch his assault. Vega is most susceptible to attack as he is landing from his jump from the wall.



SAGAT

A veteran from the original Street Fighter coin-op, Sagat is Thailand's kick boxing champion. These techniques didn't help much in the original game, so he's learned a smashing new attack - the tiger uppercut. This powerful move is quite similar to the dragon punch.



M BISON

The deadliest of all the Street Fighters stands between you and the World Warrior trophy. Bison specialises in unfeasably fast combination attacks that finish the inexperienced player within seconds. The best tactic is to keep your guard up. Use every skill at your disposal and fight to win!



DESIGN, LAYOUT AND ORIGINAL TEXT: Gary Harrod
TRANSLATION INTO ENGLISH: Richard Leadbetter
COLOUR: Colour Connection
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